

GIZMONDO

- *The Machine*



Justin Castle

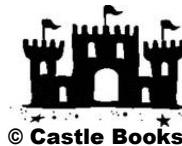
GIZMONDO

Gizmondo - The Machine

Justin Castle
Castle Books

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means electronic or mechanical, including photocopying, recording or by any Information storage and retrieval system, without written permission from the author, except for the inclusion of brief quotations in a review.

Copyright © 2011 Justin Castle
First Edition, 2011
Published in the United Kingdom.





Contents

Chapter 1 - How It all began	p04
Chapter 2 - Game reviews.....	p10
Chapter 3 - Unreleased games.....	p52
Chapter 4 - Complete game list.....	p68
Chapter 5 - Accessories	p70
Chapter 6 - Hardware In detail	p74
Chapter 7 - Sat Nav	p80
Chapter 8 - Gizmondo widescreen	p84
Chapter 9 - Gametrac	p88
Chapter 10 - Gizmondo menu system	p90
Chapter 11 - Home brew	p92
Chapter 12 - Customise your Gizmondo	p94
Chapter 13 - Time line.....	p95
Chapter 14 - Facts	p97
Index	p98



Chapter 1 - How It all began

November 4th 2003...The date of the train that was the Gizmondo first started to roll. Of course back then it wasn't called the Gizmondo, originally it was going to be called the Gametrac, a story that's covered later on.

Before we begin though, I must state that this book is about the Gizmondo, not the people behind closed doors, most of us know the story behind Gizmondo and unfortunately it took over what the machine could do and inevitably brought the Gizmondo down with them, but that story would take another 100 pages to cover, so no more mention here, just pure machine and its uses!

Back to the unveiling of the Gametrac in 2003 though, it caught the eye at the time, not only a games machine, but one with style and ergonomic to boot, something people holding Sony PSP's and Nintendo DS's for any length of time will moan of cramp, not so with the Gizmondo, having been designed by Rick Dickinson, the same man who designed the ZX Spectrum computer among other things.

It wouldn't be long as Gametrac was taken to game shows in Germany in January the following year, with working prototypes on the Microsoft stands (being a Windows CE product).

Spring brought some of Gizmondo's first controversy, as court action threatens the team over the usage over the Gametrac name, a new name was needed and so '*Gizmondo*' was born.

The next few months the team prepare for the proposed launch in October, this included buying a couple of games studios, one being Warthog games who were heading towards liquidation and the other being Indie Studios who were already working on the Colors game.

With September arriving and no delay in sight, news comes that with the unveiling of the Sony PSP earlier in the year, more graphical grunt would be needed to compete in the marketplace, and so the announcement of NVidias new mobile GPU the GoForce 4500 would be powering the Gizmondo. Although great news, it would surely mean delays in the hardware and reprogramming of the games already compiled to take advantage of the new hardware, yet the proposed release date of 29th October came and went, consumers even went to retail shops including Toys R Us expecting it to be released, when in fact this was a 'shipping' date, a misnomer that they forgot to tell its customers!

More games deals followed, and more promises of units in small quantities being available to buy right up to Christmas, disappointment followed as nothing was available to buy. Nothing was heard until mid January when news broke of a European release in the Spring of 2005. The Gizmondo finally launched on the 19th March 2005.

Pictures (Top to bottom) Trade show in Germany, Gizmondo girls, CES Gizmondo stand, Gizmondo shopping mall kiosk in America.



Chapter 1 - How It all began

Size Matters!

Designing a console is tricky enough, but designing a handheld is even harder, especially trying to cram all the components into a shell that has to be deemed 'pocketable'.

As you can see on the right, in comparison to some previous handhelds, the Gizmondo favours well in size, and all bar the Gameboy SP, its one of the smallest out there, considering it packs alot more inside, and on a lot smaller budget to design and create is a great achievement.



Above right to left:
GPH GP2X, Nintendo DS Lite, Nintendo Gameboy SP, PSP, Neo-Geo Pocket, Gizmondo, Sega Game Gear, Atari Lynx, Nintendo Gameboy, Tiger Game.com

It's Only Money!

Money to spare? Gizmondo certainly seemed to think so, spending hundreds of millions in little over a year, here they splash the cash on *Jenson Button* to use his name for the upcoming game Chicane (above).

(right) More spending, but on a big budget during the E3 show in the US in 2005, having one of the biggest exotic stands ever created for the show, along with expensive cars and girls cost the company dearly as the cash dwindled down the drain quicker than you could say mind that pole Stefan!

It's estimated Gizmondo over-spent over \$300 million (£190 million) during the whole of 2005..



Gizmondo Features

One of the biggest selling points of the Gizmondo, was the fact it could do much more than just play games, in fact it was first targeted as being a GPS tracker that *could* play games, a fact later changed to target the games player first and foremost...this could have been the wrong road to take in hindsight.



Gaming

With 6 main buttons and D-Pad, the Gizmondo was perfect for *Gaming*.



Music

Listen to *Music* on your Giz, transfer to your SD card or download from the Giz Music store.



Film

Watch *Films* on your Gizmondo, transfer to your SD card or download from the Giz Movies store.



GPS

Turn your Gizmondo into a fully fledged *Sat Nav* with additional software.



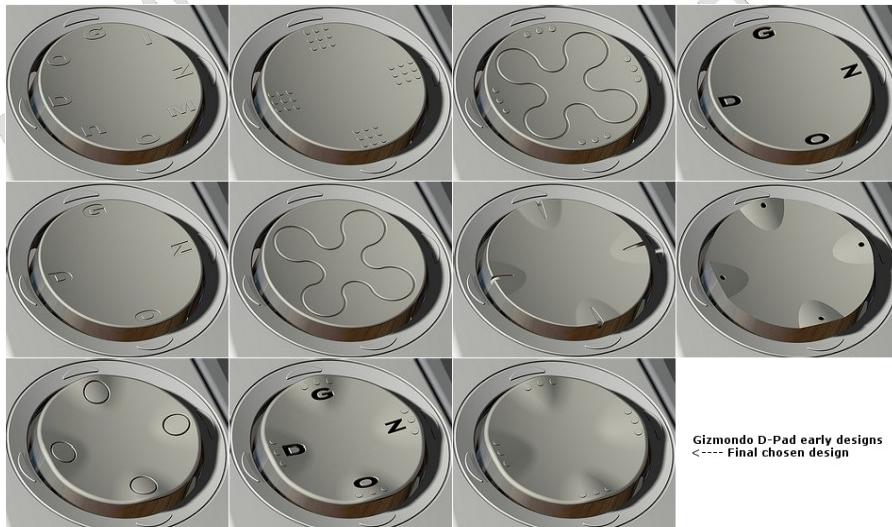
Messaging

Send SMS and MMS *Messages* using the supplied Sim card.

Chapter 1 - How It all began

A Design For Life

Of course getting the product to market would take hundreds of revisions and prototypes to perfect, and the Gizmondo was no different, below are some of idea's made and used in production models to test if it was suitable for consumer use.



D-Pad

The D-Pad designs here were in the shortlist for the Gizmondo, whilst the first six were total flat bar embossed dimples or letters, that design was thankfully thrown out, Imagine trying to keep your thumb on it whilst pressing up on a long driving game! The next two added raised edges to four sides, and finally the last three improved on this idea with less subtle bumps but still with the raised edges, and the end design was Gizmondos choice, with no letters or designs on the D-Pad at all, after all the talk and choice!

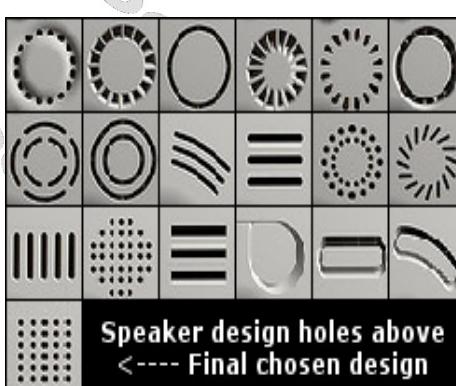
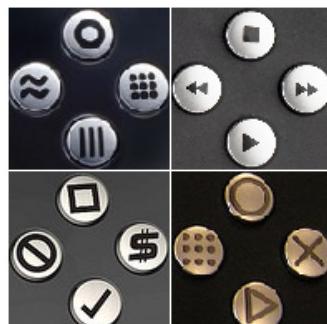
Face Buttons

Actually one of the last things to be changed on the unit, right up to September 2004 when the machine was first due to launch, we were still guessing what design they had picked, until confirmation that it was indeed the media design buttons (Stop, FF, RW and Play).

Some of the other designs, whilst looking quite good and certainly unique, would have caused headaches with button descriptions and manuals!

The picture on the bottom left, is actually from the 'Betting Gizmondo' that never came to be, with the buttons being used to cash-out, gamble and select easily.

(From top left; first Gametrac designs, final Gizmondo design, Betting Gizmondo design, second Gizmondo design)



Speaker Grills

Who would have thought so much effort would have gone into every aspect of the Gizmondo, even the speaker grill had numerous designs made for it.

Here we can see a selection from the renders made before production, in the end the bottom left design was used.

Probably the least exciting of the designs if truth be told! But at the end of the day, it wasn't the most thought out idea to have the speaker grill directly under your thumb whilst playing, blocking out a lot of the volume anyway, doh!

Chapter 1 - How It all began

Setting Up Shop

When Gizmondo first announced it was going to open up stores in all the major capital cities in the world, I was sceptical to say the least, but was at least pleasantly surprised when the opening of the London branch in Regent Street for this £175,000 a year shop took place in the heart of England's capital. Not only was it in a busy and expensive area of London, but the launch of the shop was lavished with stars of stage and screen, including Jamiroquai and Sting among many others, the company was spending millions on the launch, and wanted everyone to know it had arrived.

Unfortunately, the opening day of the actual shop didn't go as well as expected, although brave faces were put on and quotes of them (Gizmondo) saying the sales were *above* expectations, in reality only a couple of thousand entered the shop that day, and only a fraction of them actually bought Gizmondo's.

Quotes of 560,000 online pre-orders turned out to be fabrication and with only one shop to order from at launch (the Gizmondo On-line shop had yet to open at this point) it was obvious the machine was going to struggle.

When the US launch finally came around in October, it was painfully obvious money was running low, and instead of the promised shops in New York, all North American consumers got was several small 'mall' kiosks the like you buy a toy from (see picture p4).

Pictures (Top to bottom) Shop In Regent Street in London, Inside the shop, Kimberly Walsh and Cheryl Cole attending the shop launch, Danni Minogue posing inside shop.



Story Of The Bumble Bee TV Commercial

March 10th 2005 was the air date of the only TV commercial Gizmondo ever made, it aired on UK stations during some Important Premiership Football matches among other programs. It featured a bumble bee and voice over stating in principle it shouldn't be able to fly due to its wings not being big enough for its body, then the bee took off and with it stating "it doesn't care too much for principles do you?" before finally seeing the Gizmondo spin into view.



Chapter 1 - How It all began

In the box

The Gizmondo box was a rather large affair, made mostly of cardboard for the box and sleeve, whilst the inserts were plastic sprayed with a furry finish.

Being made of just folded cardboard meant more chance of damage, and its more than likely if you pick one up second hand it will be damaged to some degree, here's what the box contained after handing over your money.

In pack contents;

USB cable / Battery / Quick user guide / Mains Adaptor (Charger) / Earphones / Setup CD / Demo Card



Original Gizmondo white box that was on sale at launch.



Black smart-add box that went on sale at the cheaper price, this is the most common box now found.

Augmented Reality

Something that had been around a couple of years but hadn't really been taken notice of before is Augmented Reality. Basically anything that has a camera and computer that be made to scan the real world using the camera with computer graphics being overlayed and interacting with the scenery in a new and unique way.

The only Gizmondo titles that we got to play was Catapult and Agajju, but other programs are being made all the time using this feature.



Thanks to programs like ARToolKitPlus it made it easier for programmers to make their own Augmented reality programs. Demo's like the two in the photo's are available for the Gizmondo, and show how advanced the hardware was at the time.

Check out the Handheld Augmented Reality website containing these demo's and plenty more besides; <http://handheldar.icg.tugraz.at/>

Gizmondo Re-launch

Early in 2008 news came out of the blue that Carl Freer intended to bring back the Gizmondo to the market for under \$99 (£75). Of course we had heard all this before numerous times, but since he had a couple of months previous, acquired the rights to the Gizmondo IP, including some new games, one being a AR title '*Haunted Hotel*', this time it was more of a serious attempt. In the middle of May the same year we start to hear more rumours of a re-launch, with rumours of a couple of launch titles, and news that the Gizmondo would have a much better battery, not only that, but offers of a free improved battery to existing Gizmondo owners...the ball was starting to gather pace. Nothing was heard for months after though, the market had change dramatically since the original launch, the window had come and gone to re-launch, this time the Gizmondo dream was well and truly over.



Mock up of proposed redesigned box, had it been re-launched into the market.

Chapter 1 - How It all began

Just one Cornetto Gizmondo

You didn't think there was just one Gizmondo did you?! That's right, designed even before the Gizmondo hit the market, they were planning on pushing out more models for different markets, some of these designs below even got as far as the moulding stages, don't worry the Widescreen model didn't get left out, its got its own section on pages 84-87.



Bizmondo (Altio)

Codenamed the *Bizmondo*, later named the *Altio* because of the software it would have used to download the latest business news, shares etc. First news of this came along in late 2004, but designs had varied along the way, it's thought the model on the right was the last design for the *Bizmondo*, using a flip screen with a qwertyp keyboard underneath for all those messaging needs.



Girlmondo (Isis)

Named after the model agency that Gizmondo bought back in 2004 to use for their advertising and on show floors at game shows, the *Isis* model would have come in a variety of colours to tempt the female gamer and GPS user, in the photo's above are Gizmondo badged prototype versions, notice how the piano keys and shoulder buttons differ compared to on the original Gizmondo.



Gizmobet

More attempts to license the Gizmondo technology to 3rd party's, this time via the world of gambling, special designed models would have been produced for use in bookmakers and special events, this also went with news that betting software could have been downloaded onto a normal retail Gizmondo and used to bet this way too, unfortunately it's not known how far negotiations got with any bookmakers, and the idea never became reality. The prototype on the right was shown at CES in January 2006, one of the last things seen from the company.

GAME REVIEWS

Fourteen games were only ever officially released for the Gizmondo, another six games were as good as complete, but never got out the door due to the problems with Gizmondo going into bankruptcy. But there were a few copies floating around as pre-release test copies that we have got hold of and reviewed here, due to them being either being complete or near to completion but never being released due to circumstances with Gizmondo Europe at the time.

The first fourteen games reviewed in this book are official commercially released games during the lifetime of Gizmondo Europe.

The last six games are near complete or complete games, but were never released commercially, more info on each game page regarding completeness taking into account before review.

Our game reviews are independent of any 3rd party's, and as such will always give a 100% honest opinion good or bad.

Game Rating System

**8.5 - 10
GOLD**

Games Rated **8.5 - 10** will receive a 'Gold' logo, a fantastic game, a must buy for your Gizmondo.

**7 - 8
SILVER**

Games Rated **7 - 8** will receive a 'Silver' logo, a very good game, may have minor niggles, but still worth buying.

**4 - 6.5
AVERAGE**

Games Rated **4 - 6.5** will receive a blue 'Average' logo, only worth a look if priced cheaply enough.

**0 - 3.5
AVOID!**

Games Rated **0 - 3.5** will receive a red 'Avoid!' logo, not even worthy of your attention, avoid at all costs!

Chapter 2 - Game Reviews



Trailblazer p12-13

Fathammer Classics p14-15

Gizmondo Motocross 2005 p16-17

Hockey Rage 2005 p18-19

Toy Golf p20-21

Pocket Ping-Pong 2005 p22-23

Sticky Balls p24-25

Richard Burns Rally p26-27

P.O.D p28-29

Classic Compendium One p30-31

SSX 3 p32-33

FIFA Football 2005 p34-35

Interstellar Flames II p36-37

Classic Compendium Two p38-39

Hit & Myth p40-41

Ball Busters p42-43

Conflict : Vietnam p44-45

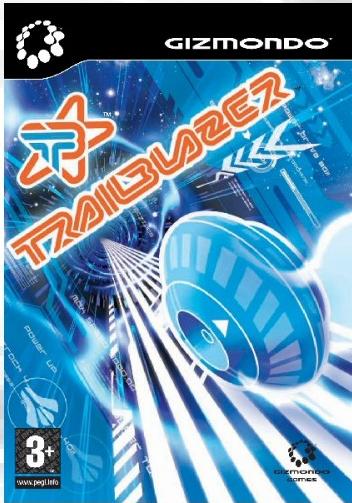
Carmageddon p46-47

Chicane p48-49

Colors p50-51



Chapter 2 - Game Reviews - Trailblazer



Game Title: Trailblazer
Developer: Gizmondo Studios Manchester

Publisher: Gizmondo Europe Ltd

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: 19th March 2005 / £19.99

Release North America: 22nd October 2005 / \$29.99

Game Brief / Options

Based on the Commodore 64 classic game from the 80's. The basic aim of the game is to reach the end of a course in before the time runs out, but along the way you have to avoid falling down gaps in the track, and other obstacles along the way.

The game contains a total of 45 levels spread over 3 difficulty levels, with 26 levels from the original being available to unlock.

The main game itself is a basic arcade game, each level contains either 10, 15 or 20 tracks to complete and each level starts with a set number of seconds to complete it in, complete it any faster than required and any seconds remaining will roll-over onto the next level.

Other than the arcade mode, there is a Time Trial mode which basically is to try to beat your previous times against the clock, but its this mode that the game is so addictive, trying to shave off a few milliseconds off your record!

Options aplenty are also contained within the games menu options, with the likes of sound and brightness levels, language, vibration (yes, the Gizmondo has a built in vibration motor) even the game options can be saved which is a nice touch.

Graphics / Presentation

The graphics throughout this game are pure class worthy of any other handheld system, presentation is top notch, with the menu system animated in a futuristic looking way.

In-game graphics don't disappoint either as the swirling backgrounds pump out colours and patterns as you continue along the transparent tracks, luckily unlike the predecessor it certainly helps to see the oncoming tracks you are about to fall onto.

Speed of the game is pretty accurate portrayed with a good 30fps archived ,which certainly helps when the speed gets up on the booster pads as you fly across onto another landing pad, all done very smoothly with the Gizmondo's colour palette given its first workout and passing with flying....well you get the idea!

Other neat little touches you may notice, include the actual ball you control has little lights around the outside that actually change to the colour of the surrounding track, nothing of great interest but its the finer detail that add to a great game.

Lighting in the game is another plus, and one that grabs your attention, as lights at the start and end zones with fireworks going off if you beat a previous best time, again its a nice touch to at least have something to see, if you are good enough to beat the times.

Chapter 2 - Game Reviews - Trailblazer



Music / Sound Effects

The sound effects serve their purpose well here, with nice 'boinging' effects to higher pitched whizz noises as you hit that accelerator and speed off along the track. Music is superb, 6 different tracks all pumping out superb quality music that certainly help as you repeatedly try to beat your previous time. It's all done in a 80's trance style, electronic fast action tunes that really do suit the game well and come across as pretty solid through the Gizmondo's speaker, though of course sound better through headphones.

Another option given to you is the option to play your own music you have in your root directory of your Gizmondo, so any music you have stored on there can be accessed and played randomly or otherwise in-game, another nice addition to a great game.

Playability / Controls

Before I add anymore here, I'd just like to add my 4 year old can complete half the easy levels after a little practice!

Controls as you may have guessed after that are VERY easy to pick up, D-Pad to steer, 'Play' to accelerate and 'R' to jump.

It may look easy to think you can just jump across the holes, in theory yes, but in reality you only get 3-5 jumps per level, so practicing the levels certainly helps knowing when to use and when the pick the best line. All in all the controls are simple and easy to get straight into the action, with even the most backward controlled mother probably could have a chance with this game!

Overall

This is a must have title for your Gizmondo, and will certainly keep you entertained for a good few months. It also gets another 1/2 point for being under £20 and deserves a good award regardless. Although there is a couple of things I would have liked in this game, one being you can't practice and race on. tracks until they have been unlocked in the arcade mode. The other niggle being the easy tracks are too easy, then you get onto the harder tracks and soon you get stuck, more easy levels would have been an improvement if just to race on time-trial.

It certainly hasn't spoiled it enough to warrant given this game the first Gizmondo Central gold award.

Marks For:

Highly addictive.
Very polished title.

Marks Against:

Can't practice tracks until unlocked.
Can get too hard for some people.



Chapter 2 - Game Reviews - Fathammer Classics



Game Title: Fathammer Classics
Developer: Ninai Games (Super Drop Mania) Vasara Games (Stuntcar Extreme) Fathammer (Angelfish)

Publisher: Fathammer

Players: 1 (1-2 - Stuntcar Extreme)

Blue tooth: No (Yes - Stuntcar Extreme)

GPRS: No

GPS: No

Release UK/Europe: 19th March 2005 / £19.99

Release North America: Never got released

Game Brief / Options

AngelFish: Pure 2D blasting fun in this vertical shoot-em-up, make you way through 5 levels of oncoming enemies. Little options to select from, though there are 3 difficulty levels to choose from.

Super Drop Mania: Simple puzzle game, by matching the falling blocks together will link them together, but only when they are hit by a matching coloured block with a star inside will they then disappear, simple idea but fun and addictive.

Stuntcar Extreme: 3D racing simulation on a series of stunt tracks, collect points and letters to earn extra points, compete in racing leagues for new cars.

Fact: These games are older than the Gizmondo name itself, originally being shown for the now defunct 'Gametrac' back in early 2004.

Graphics / Presentation

AngelFish: Nice hand drawn backgrounds scroll by smoothly as you would expect as this game never even uses the nvidia chip. That's not to say its always a bad thing, as sometimes its nice to have a change, but on the whole its pretty amateurish looking. Some of the sprites could have been a little better with a few jaggies looking obvious against the backdrop, same again could be said for the explosions, but if you like you games raw looking then it's not too bad, a little out of date maybe.

Super Drop Mania: Nothing amazing as you would expect from a puzzle game, but what it has is pretty nice looking, very colourful which always brings attention on itself, the rendered backgrounds look pretty nice and don't do anything to confuse the game-play as some puzzle games have done in the past. The board itself is nicely animated with a rocking effect causing motion sickness to the mildest of woes! and the blocks spin, bounce and explode in a satisfying manner.

Stuntcar Extreme: Has been spruced up a little with the addition of the nvidia chip, the textures have been smoothed out and generally it runs faster than it ever would have. You could argue the other way the developers have had an age to get this game running even better than it does, the textures although smooth, constantly break up leaving black lines where the polygons meet up, also cars bounce and physically go through polygons on the track, which is pretty unacceptable and should have been sorted out before release.

Chapter 2 - Game Reviews - Fathammer Classics



Music / Sound Effects

AngelFish: Not bad considering, there's some nice catchy tunes to be heard here. Effects are nice as well with a plethora of different explosion sound effects and metal clanging as you collect power-ups.

Super Drop Mania: Very cartoony music to match the colourful graphics, sounds very similar to the sort of music pumped out by Digital Illusions of Pinball Fantasies fame, which is funny when you think both developers are of Scandinavian origin. Effects are very nice with pops and boings sounding remotely like they have lifted out of a Super Mario game!

Stuntcar Extreme: Nothing to be overwhelmed about here, the music is some sort of shaft rip off, but ten times worse and is a disgrace to your ears. Effects aren't any better with engine noises really grating on your nerves, even effects like tyre screeches and gear shifts just sound poorly done and only serve to give this game a bigger slating.

Playability / Controls

AngelFish: This is one of the better games in this collection, the craft you control is pretty responsive allowing full movement of the playing area and nice easy controls with only 2 buttons being used (one main fire, the other used for smart bombs) and with dodging the massive amounts of bullets on screen the control system is easy enough.

Super Drop Mania: Plays as well as any good puzzle game would, it's so simple anyone can get straight in and play, use the d-pad to move and one button to change the blocks you hold, then all is required is to press down to release its that simple.

Stuntcar Extreme: Plays like a very poor mans Stunt Car Racer, feels like you are controlling the vehicle by sitting on the roof, it lacks any excitement and real sense of speed and certainly won't make you return for long.

Overall

AngelFish: A nice little game, addictive and overall is a decent SEU, nothing amazing but has playability in abundance, worth a look. 6.5/10

Super Drop Mania: Currently the only puzzle game on the Gizmondo, so if you brain is suffering from lack of stimulation give this a shot. 7/10

Stuntcar Extreme: The first game ever seen running on a Gizmondo in early 2004, pity it turned out to be this shockingly bad! 3/10

Overall none of them are hardly 'classics' but its not a bad little pack if your after a puzzle game and a simple SEU, don't expect state of the art and you're have some old fashioned fun for a while, a little overpriced at £20 though.

Marks For:

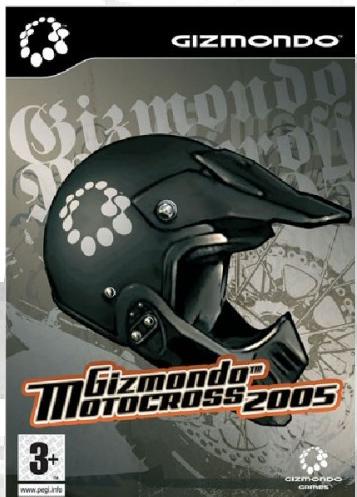
SDM is addictive.
Angelfish is a nice playable SEU.

Marks Against:

Ageing titles.
Stuntcar Extreme!



Chapter 2 - Game Reviews - Gizmondo Motocross 2005



Game Title: Gizmondo Motocross 2005

Developer: Housemarque

Publisher: Fathammer

Players: 1-2

Blue tooth: Yes

GPRS: No

GPS: No

Release UK/Europe: 20th April 2005 / £19.99

Release North America: 22nd Oct 2005 / \$29.99

Game Brief / Options

Choose one of nine bikes and race on any of eight tracks to rip up your opponents with speed, skill and tricks. Get airborne to earn extra points with phat tricks like nac nacs, heel kickers and more. Go solo or challenge a friend via Blue tooth: it's all the same as you've still got to win.

Features:

1-2 Player Blue tooth Multiplayer modes .
4 Game Modes, Quick Race, Ghost Race, Cup and Multiplayer.
9 pre-rendered motocross tracks.
9 different motocross bikes.
3 Difficulty levels - Easy, Normal and Hard.

Graphics / Presentation

This definitely wasn't designed with the Gizmondo in mind, despite the last minute name change to make you think on the contrary.

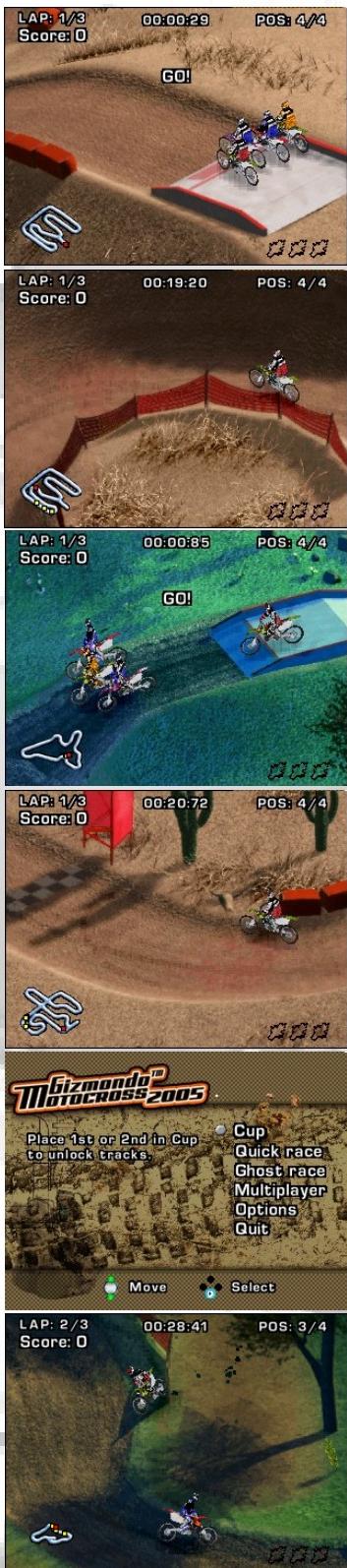
Presentation is all pretty basic with some dodgy menu and loading screens, and some very low polygon bikes on the select screen.

In-game graphics sadly do little too impress, the pre-rendered backgrounds are the nicest thing, but as with all pre-rendered objects in games it has a bad effect on the collision detection.

Although the backgrounds are pre-rendered the bikes and riders are made of polygons and don't look too bad, but nothing too amaze you and lack any real detail.

The shadows under the bikes look bad as well, basically consisting of 10 or so transparent polygons making it look like a load of squares swarming under your bike!

Chapter 2 - Game Reviews - Gizmondo Motocross 2005



Music / Sound Effects

In-game sounds are nothing too write home about, the bike engines sound very tinny and could have done with a little more bass in there to improve it a little. Sliding and turning seems to make a very scratchy noise and doesn't quite sound right as you tear around a corner.

The vocal soundtrack is decent enough in itself, and probably helps the feel of the whole game, it's a vocal rock style track with a decent beat to it, though with most single tunes in games, it will soon start to grate on your nerves and drive you insane!

Playability / Controls

The controls in Motocross are of a mixed bag, on one hand its pretty each to pick up and get straight into the racing, on another, its hard to see sometimes because of the isometric view what exact line you are supposed to be on.

Sometimes it goes a little too fast and you end up flying off the track and loosing vital seconds as you lose the lead, this is another example of this game being programmed for a larger screen i.e a PDA, all the programmers have done is zoomed in on the track, certainly making it harder seeing what's ahead.

Interest will soon wane as the lack of game options and any real amazement in just biking around the tracks will soon come apparent in this game, even the cup mode won't keep your interest once you complete that, it's a shame as it was quite fun while it lasted, but as I've said, the fun only lasts once and the only hope is you find another Gizmondo friend to Blue tooth against, which is unlikely for most of us.

Overall

For £20 this is fairly expensive for what your getting, if it was priced at £10 then it would have scored a little higher, but certainly not worthy of a silver.

It's one of those games that you wouldn't mind a quick go on, but in the end the lack of challenges makes you wonder why and you end up putting it away.

In the end its an average game, certainly not one to show off to your mates and only worth picking up for under a tenner.

Marks For:

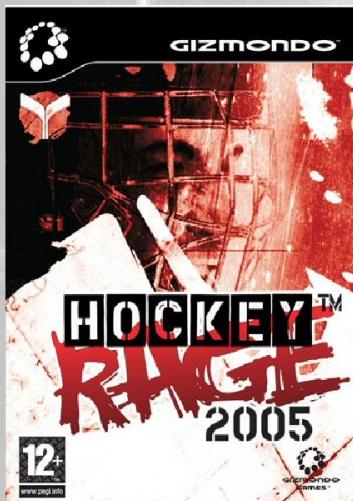
Instantly Playable.
Fast and smooth.

Marks Against:

Game modes too short.
Game engine doesn't keep up with the action.



Chapter 2 - Game Reviews - Hockey Rage 2005



Game Title: Hockey Rage 2005

Developer: Pixelgene

Publisher: Fathammer

Players: 1-2

Blue tooth: Yes

GPRS: No

GPS: No

Release UK/Europe: 26th April 2005 / £19.99

Release North America: Never got released

Game Brief / Options

Self explanatory really, it's an Ice Hockey game, loosely based on the EA Hockey series that started on the Sega Megadrive in the early 90's.

Play through a series of increasingly tougher games in the world cup modes to get your mitts on one of several different trophies.

Game options in Hockey Rage include Single Player, World Cups, and a Blue tooth 2 player versus mode, period lengths can be changed from 1-20 minutes and you can also turn certain penalties on or off, though it kind of takes it away from playing if there's no rules!

You have a choice of 16 national teams to choose from, which is obvious that no licenses were splashed out on with a lack of any league which is a big disappointment.

Graphics / Presentation

There's some half decent 3D graphics to be seen here, the Nvidia chip inside the Gizmondo is actually being used and can be seen in the polygon players, crowd and smooth reflective Ice the game is played on, and surprisingly looks quite nice on the small screen.

It all adds to the atmosphere when players and lights are being reflected real time on the Ice, sure its nothing amazing but looks nice and would have 'wrong' if it wasn't there.

It's not during play when you can admire the graphics but when the replay's are shown they come into their own and are worth a look even if the goal you scored is a naff scramble!

The in-game presentation is nothing spectacular, but does the job in an 'oh well' kind of way with simple menus that you certainly won't get lost in. Almost forgot to add before each quarter there's a little feature that lets you drive the Icing machine, some may say its a relaxing intervene, I'd just say it's an annoying intervene after the first couple of goes, but it's a free added extra so I shouldn't really complain.



Chapter 2 - Game Reviews - Hockey Rage 2005



Music / Sound Effects

The music is from a group called 'Riot Life' ...yes we haven't heard of them either, but anyway its all very heavy metal music i.e crap, not to put a finer point on it!

Luckily the in-game sound effects are better and you won't be listening to the menu music very much anyway. There's quite a bit of digitised speech in the game, mainly your opponents trying to wind you up and when you rough them up a bit, the only naff part is the voices are the same no matter what country you are or play against! A bit of voice acting would have gone down a treat here!

Other effects, such as slicing of the Ice, puck whacks, dinks and whistles are all present. It all sounds very much like a proper console game, which has done its job pretty well then.

Playability / Controls

This will almost certainly be compared to EA Hockey, which can only be a good thing, the control method is almost identical which is also a good thing as its a very playable game.

The basic control method is using the d-pad to control the movement and 2 buttons, one for passing, another for shooting, some may moan that the lack of any trickery and complicated shooting may put them off, but others looking for a simple easy to pick up will find this to their liking.

As also mentioned, the world cup modes will only keep you entertained for so long, the lack of a game league and other teams is poor, though the 2-player Blue tooth mode can only add to the fun.

Overall

A sleeper hit to coin a phrase, in my opinion, not a lot has been heard of people getting into this game, I hope this review will inspire some people to go out and get a copy.

It loses a good point or more however, for having such a lack of any leagues and more teams, which is almost certainly going to take away from its life span, with these features and more then it may have well got a gold, maybe in a sequel?

Marks For:

Very playable.
Decent graphics & sound effects.

Marks Against:

Not enough teams.
No leagues will shorten game life.



Chapter 2 - Game Reviews - Toy Golf



Game Title: Toy Golf

Developer: Ninai Games Ltd

Publisher: Fathammer

Players: 1-4 Turn based

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: 4th May 2005 / £9.99

Release North America: 22nd October 2005 / \$19.99

Game Brief / Options

Krazy Golf on your Gizmondo is the basis of this game with 9 different 3D courses set inside a miniature house ala micro machines.

There's 3 main options that greet on the main menu;

Single player - compete through 3 cups (bronze, silver and gold) each containing the previous 3 courses from each cup, but to complete each cup you must shoot par or under on each hole.

Practice mode - which obviously is just that and will let you practice on any unlocked courses.

Multiplayer mode - which 2-4 players can compete on any unlocked holes on the same Gizmondo.

Graphics / Presentation

The graphics are a nice welcome addition to the Gizmondo, for a budget title you would expect nothing amazing, but these show that with a little effort some nice effects can be produced. The course fly-by is smooth and frame-rate is never altered bar a steaming cup of coffee only slowed by particle steam.

There is few jaggies on some of the objects but nothing as bad as a PlayStation 2 game! and certainly doesn't stand out unless you are looking for them, other than that no polygon pop-up or breaking and looks very slick and solid with furniture being shaded nicely, a few textures look blurry close up, but again I'm only nit picking now!

The whole game is presented in a very colourful way that strikes very well as being a Krazy golf game, the same can be said for the select screens, although simple, they are at least colourful and clear.



Chapter 2 - Game Reviews - Toy Golf



Music / Sound Effects

The music is a bit of letdown compared to other aspects in the game, in what can only be described as a 'jazz cum supermarket remix' maybe with a certain pinball level in Sonic The Hedgehog thrown in for ahem good measure, though luckily in the options menu you have the choice of altering sound levels, I choose to turn it completely off though!

In-game sound effects are few and far between, but the few that there is do the job well enough, the swing o' metre can be a little annoying but again turn it down to half on the volume and it shouldn't be a problem as with the ball hitting effect, as long as its audible then you at least know you have hit it!

To reflect, probably the worst part of the game, but since it's Krazy Golf nothing amazing is needed.

Playability / Controls

The game itself is surprisingly good fun, but at the same time it's annoying and addictive, strange but true, trying to improve your shot count and learning ways to cut corners and even find a shortcut (hole 1, jump over the knife with 90% power;))

Unlocking the silver courses by completing the bronze level is easy enough and shouldn't take longer than a couple of days with most people, but it gets harder with trying to unlock the gold courses, and you're soon find yourself swearing out loud for doing a naff shot!

Playing the game itself is very simple to say the least, aiming your shot with the aid of a gigantic arrow in front of you! To add power simply hold the button down until your desired amount of power is reached via a metre on the left of the screen, you have upto 12 shots to complete a hole, but after a little practice you should be getting 4-7 shots no problem.

Overall

For a budget title I think it's a bargain and I recommend people go out and pick yourself up a copy, even for non golf fans it's basically a puzzle game with you trying to pot a ball into a hole!

It can be frustrating at times, though what game isn't nowadays?! but for under a tenner, the amount of fun from it is pretty good, certainly worth a look at this price.

Marks For:

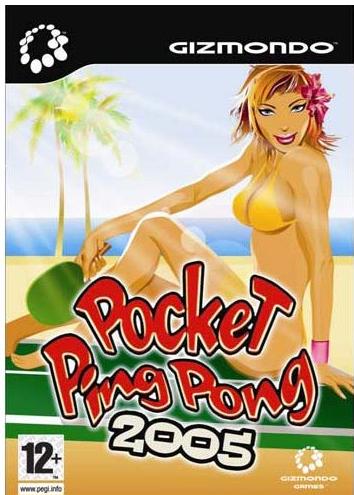
Addictive.
Nice graphics.

Marks Against:

Can get frustrating!
Only 9 Courses.



Chapter 2 - Game Reviews - Pocket Ping Pong 2005



Game Title: Pocket Ping Pong 2005

Developer: Netdol Ltd

Publisher: Fathammer

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: 18th May 2005 / £9.99

Release North America: Never got released

Game Brief / Options

Ping-pong or 'table tennis' for the grownups out there! A strange sport to cover I'm sure you're agree, but those strange Koreans have found it fit to release a game around it!

Pick from 6 (2 initially) 'sexy birds' as it states on the box, each with a special shot.

Game options include difficulty levels, number of win points, volume and brightness as standard. The main game options you can choose from are;

Arcade - the main game, compete against other opponents to see who becomes pocket ping-pong master (sadly it most likely won't be you!)

Practice / Return Fire / Non-stop Rally - all of which basically are practice modes getting slightly harder as you progress (well if you progress!)

Graphics / Presentation

It's a real disappointment having a game with good graphics and sound only to have a nonexistent game to run with!

As is the case here, the presentation is fairly good with a nice layout and menu system complete with wacky tunes, everything looks very pastel toned, which isn't a bad thing.

In-game visuals are pretty good and probably are the best feature of this appalling game, 3D models of the characters all looking pretty good and have some nice animation to them.

Backgrounds are nice and colourful with some smooth textures and sharp visuals, it's a sure bet that the graphics department got paid before they ran out of money.

The only time the visuals suffer any kind of jerkiness is during a match, but that's more down to the game itself than the visuals.



Chapter 2 - Game Reviews - Pocket Ping Pong 2005



Music / Sound Effects

The soundtrack is some weird Korean dance style music which surprisingly isn't too bad, bar the vocals!, which forms the music for the title screen and during the game itself.

Other music on the menu screens is a more strange Kylie esq tune with female on the vocals and is a very pop girly tune and probably will make yourself feel queasy at the sound after a prolonged period.

In-game sound effects are basic with the normal ball thumping sound you would expect in a game like this, other than the ball and bat sounds you get some annoying girly speech after each and every shot which just winds up as you try and skip onto the next shot.

Playability / Controls

Oh dear is the first words that spring to mind, it's not as if I've just turned this game on for a couple of goes, to bring you a fair review of games, they are tested over and over until a fair number of levels of courses have been complete to enable a clear overview of what you are getting for your money.

Controlling your playing is in a first person mode i.e through the eyes of your player, which makes it incredibly hard to judge hitting the ball back especially hitting it back to the place you want it to go.

When this 'game' came along It was given the same treatment as every other game, practised on, scrutinised and played until my thumbs bled, but unlike any other title there was no fun, there was no playability, repetitive ball returns maybe, samey matches against the same opponents sure, lack of different shots yep, there is no 'game' here to enjoy, its probably best described as a bikini sports illustrated game without the good looking girls and without a game...

Overall

Unless you're a Gizmondo game collector or just a sad pervert that likes to look at a bunch of polygons in skimpy bikini's, then even at the budget price of £10 there is nothing and I mean nothing here for you to enjoy.

The lack of any real controls or a game itself! might distract you from buying this game, it certainly should and I hope this review puts stop to complete tat like this from being released, sorry Gizmondo, but having a lack of games shouldn't stop you from having a quality control department.

Marks For:

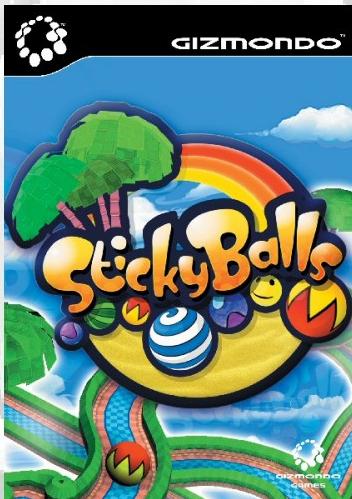
Nice graphics.
Funky tunes.

Marks Against:

No real game Inside!
Lack of decent controls.



Chapter 2 - Game Reviews - Sticky Balls



Game Title: Sticky Balls
Developer: Gizmondo Studios Manchester
Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: 24th May 2005 / £19.99

Release North America: 22nd October 2005 / \$29.99

Game Brief / Options

The game brief is simple as it looks, simply 'shoot' the same coloured balls against each other to make them disappear.

Simple as that, but as in some simple games, practice makes perfect and simply shooting 1 on 1 wont do the job, getting power-ups, bonuses, multipliers and snakes is the way to go and will boost your score no end.

The game has two main game modes to play through, arcade and classic, they both basically play the same though there is a subtle difference between the two.

A total of 19 tables to play on, each on a different themed zone such as 'underwater' and 'icy wastes', though graphically different don't change the game-play whatsoever.

Along with the standard tables, there is another 12 bonus tables to play and unlock along the way.

Graphics / Presentation

Graphically its very nice, with everything having a polished feel to it, from the funny but annoying intro animation, to the boards and animated backdrops.

It's certainly one of the best looking games for the Gizmondo, not polygon pushing but its one of the most professionally finished, from the menu screens to the hi-res look and amount of vibrant colours used in the game.

There's only a slight slow down if there's a load of balls about to regenerate on the tables, apart from that it runs really smoothly as it should do really.

Ball physics are really good with proper rebounds and movements as they should, it all adds to the look of the game, though the textures of the balls have been removed from the original, its not something to cry over spilt milk for.

Loading times are quick and certainly you won't notice hanging around for too long while the levels load up.

Chapter 2 - Game Reviews - Sticky Balls



Music / Sound Effects

Apart from the annoying intro music!, which although fun the first time, is basically the balls singing the game objective in a kind of Acapulco kind of way!

The in-game material though fairs better with satisfying potting and ball sounds, even the tunes are ok, a little cutesy but I suppose suit the game pretty well, and will have you humming along to them.

It's all very put together musically, and fits in nicely with the type of game you are playing, certainly one of the few Gizmondo games you will keep the sound on for.

Playability / Controls

Controlling Sticky Balls is easy enough and its also easy for people to jump straight in and play with on screen controls for beginners.

Simply using the d-pad and shoulder buttons to control the view and the four main buttons to select what ball you wish to shoot.

As previously mentioned, its very much like billiards, but this time the balls disappear if clumped together, the control system is kind of snooker related as well with a pull back system for the cue.

All in all a very easy game to pick up, but also one of those games that takes practise to master, but you will need to practise a little to clear some of the stages.

Overall

For under £20 its a good value puzzle game that is addictive and vibrant on the eye.

Though it will prove a fun and addictive game for a while, its return value has taken the score down a little, along with the lack of multiplayer options that originally were in the game have been taken out.

A recommended buy for you're Gizmondo, go forth and purchase!

Marks For:

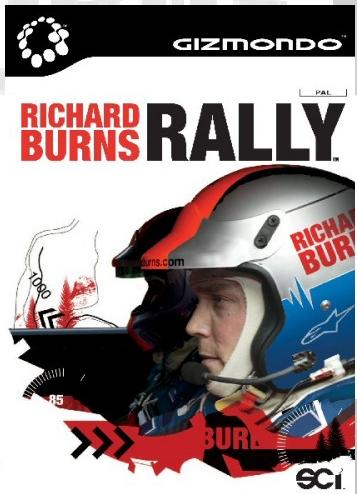
Colourful and polished.
Addictive fun.

Marks Against:

Short life-span?
No Multiplayer options.



Chapter 2 - Game Reviews - Richard Burns Rally



Gizmondo Central Review



Game Title: Richard Burns Rally

Developer: Gizmondo Studios Manchester

Publisher: Gizmondo Europe Ltd

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: 11th July 2005 / £29.99

Release North America: 22nd Oct 2005 / \$39.99

Game Brief / Options

The main game is only split into two areas, 'arcade' and 'quick rally', the latter is self explanatory, but in the arcade mode the basic aim is to complete set courses against the time to carry on to the next stages.

Each of the 10 courses is split into 4 stages, complete all 4 stages and you will move onto the next course....sounds simple, but considering each stage takes around 2-4 minutes and you must complete all 4 without a save ability, then its a little tougher than you would imagine.

The game carries 8 officially licensed rally cars each with their own unique handling characteristics and you certainly notice the difference each car has and will soon pick out a favourite to practice with.

The game itself has plenty of stages and courses to last, its just getting to them which may cause a few headaches.

Graphics / Presentation

Graphics are the best yet seen for the Gizmondo, not too hard a feat I'm sure you're agree, but nonetheless they are cracking for a handheld game.

Speed wise at an estimate i would say the frame-rate is in-between 20-25 fps which is decent enough although a little slowdown now and again occurs but nothing major at all and wont interfere with your racing.

Different camera views are available ala the console versions, such as on the bonnet or flat on the tarmac, both increase the frame rate a little, but you're probably settle for the behind the car view as standard especially with the controls being so sensitive.

After each stage there is a nice replay that shows your previous run and looks great shown from various changing angles that really show off the power of the Gizmondo.

The only grumble I have about the graphics is the tree's have a bit of jaggedness to them, but you won't notice this too much as you play the game, though to be fair other points such as broken polygons and glitches are a thing of the past in this game, if you've played Stuntcar Extreme before you will know what I'm on about and this certainly doesn't happen here.

Chapter 2 - Game Reviews - Richard Burns Rally



Music / Sound Effects

The game doesn't disappoint in this department either, with the music being provided by Paul Oakenfold and sounding great through the Gizmondo's speaker. In-game sound effects are top notch as well with the engine and skidding effects all adding to the experience, other effects such as the creaking off the car as it rebounds off a tree or railing is noteworthy of being particularly good.

Other little sound effects you may hear as you go around the courses are bird twittering and sea-gulls squawking as you skid around close to the sea.

The stages themselves all have pace notes read out to you during the stage, although realistic and sound good, they do little to help as sometimes they are a corner or two ahead and you are still concentrating on getting around the previous corner intact.

Playability / Controls

This is always a major factor in any game, and in RBR its a mixed bag of thoughts towards it.

Controlling the car is a bit like walking along a wall expecting to fall off at any moment, by that I mean you feel like you're on the edge of your seat every time you start your engine, which for some people may well be all well and good, but I suspect for a lot of people it will get on your nerves that even the slightest mistake will end your go.

Which brings me on to the difficulty level of this game...its HARD, not in a time sense, but in the sense that if you make a mistake and clip a lamp-post or tree, then 9/10 your race will be over, another reason why you will be tense whilst playing this game.

Its certainly going to be too hard for anyone under roughly the age of 10, so don't go buying this expecting your son to fly around the corners with no problems, it ain't gonna happen!

Overall

A bit of a let down as this was one of the biggest license games in the first 4 months of the Gizmondo's release. Graphics and sound are both stunning for a handheld game, with the controls being slightly easier after a few solid practice sessions.

Although its a good game it doesn't deserve to win our gold award due to difficulty and control Issues, but still is up there for the time being, as one of the best games available for your Gizmondo.

Marks For:

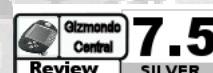
Great graphics & sound.

Feels like a proper console game.

Marks Against:

Hard for beginners.

Control system not quite up to scratch.



Chapter 2 - Game Reviews - Point Of Destruction



Game Title: Point Of Destruction

Developer: Gizmondo Studios Manchester

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: 5th August 2005 / £9.99

Release North America: 22nd October 2005 / \$19.99

Game Brief / Options

The basis of this eighties conversion of C64 classic 'Proof Of Destruction' is to blast your way through 100 levels of blasting mayhem collecting power-ups while accumulating the highest score.

In-game options are few and far between, but can be seen below;

Play Game - Start from level 1 and shoot your way through 100 increasingly difficult levels or until all your lives are gone.

Choose Level - Select any level you have cleared in the main game, not much use or fun really as most levels are the same with different wave patterns and enemies.

Options - As normal you can change the sound and brightness levels here, along with vibration and save options.

Graphics / Presentation

The presentation in this game is pretty neat and colourful, nothing amazing but you shouldn't expect a lot from a budget conversion of a C64 game from the 80's!

The first thing you will notice is how everything looks very 'bold' from the lettering on the title to the numbering and sprites, it has a nice solid feel to everything.

All in the sprites are rendered and animated nicely again with a nice clean bold look, with bright colours, it's a nice little looking game.

There's some nice little touches added as well, such as when yours or an enemy's ship blows up it blasts away sections of the grid you play on, which regenerates as you play.

Ok, so the graphics don't do the Gizmondo any justice, but from a budget game point of view then they do the job well enough and they have a nice neat and colourful look to them, certainly not out of place in this sort of game.



Chapter 2 - Game Reviews - Point Of Destruction



Music / Sound Effects

The title track has a nice eighties trance beat theme to it with a thumping bass sound that goes well with a game like this with constant action.

In-game effects are pretty much standard but work well, more akin to Space Invaders and with several different noises for gun fire and explosion it certainly doesn't sound repetitive considering the amount of fire-power going on in this game.

As with most Gizmondo games, if you play with a pair of headphones the sound certainly sounds better with blasts and explosions certainly having better clarity, though with a good soundtrack, some people may prefer to turn the effects down a little to hear more of the music.

Playability / Controls

Coming from the S.E.U family it's pretty safe to say this has playability in abundance! Best described as fast and furious, never lets up, so get in a comfortable position before playing!

This is the sort of game that you can easily pull out and have 10-15 minutes on to pass the time, of course it's simple to get into straight away and after a few goes it soon becomes apparent that this is one addictive title, although once you complete the 100 levels, you may have to consider how many times you will return to play.

The success in not only getting a high score but also getting further into the game lies in getting the most power-ups as soon as possible, having a shield and extra guns certainly helps no end in surviving and keeping it going is the key, once you have been killed you return to that level with no extras at all, and returning on a harder level without extra guns is no easy task!

Overall

Although a basic game in itself, it's addictive, fun to play, and will keep you playing for a while at least, certainly with its budget price its pushed the review score up a notch.

So if you like you games fast and furious, or just fancy a bit of blasting nostalgia then you can't go wrong with P.O.D.

Marks For:

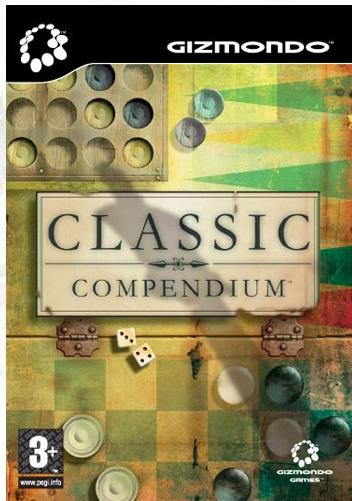
Good blasted fun!
Budget price.

Marks Against:

Can be repetitive.
Sore thumbs!



Chapter 2 - Game Reviews - Classic Compendium



Game Title: Classic Compendium

Developer: AI Factory

Publisher: Gizmondo Games

Players: 1-2

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: 9th August 2005 / £19.99

Release North America: 22nd October 2005 / \$29.99

Game Brief / Options

Classic Compendium One contains 5 classic game's from the 'West' these are;

Chess

Checkers / Draughts

Backgammon

Four in a line

Reversi / Othello

The game has various in-game options to keep to most avid puzzle fan happy, ranging from skill levels to music and colours of playing pieces and backgrounds.

Graphics / Presentation

Nothing to write home about, but the boards and pieces are all very 'sharp' and easy to see, nothing blends in with anything to accidentally make a mistake with.

They all have a distinctive look to them, with solid shaded colours being used, each object being boldly outlined.

The only thing lacking is a 3D for some of the games, I remember even the Atari Lynx had a 3D chess game back in 1990! is pretty unforgivable to not have one on a 128bit piece of hardware.

The other minor niggle I would have, but again it's probably to be expected, is when the skill level goes up the computer sometimes takes an age working out his next move, but i as i said its the norm in these kind of games, but with a 400mhz processor inside the Giz i would expect it a little faster than it is.



Chapter 2 - Game Reviews - Classic Compendium



Music / Sound Effects

Really nice ambient music on this game, it was a real surprise when turning on the game being greeted with some relaxing music.

The only way I can describe the type of music is by saying it's a cross between something like Enya and pan pipes but without the pipes! But either way it's some very nice and relaxing music that suits the games very well.

It probably sums it up quite nicely when I'm playing along in bed (the Gizmondo that is!) and my girlfriend asks me to turn the music up as she thinks it sounds lovely.

Playability / Controls

Simple and easy to work out the controls as you would expect in a puzzle game compilation like this, the menu's are easy to navigate through and to change options.

A couple of things I didn't like about the games, for example when playing Reversi, it shows all the possible next move places, I for one think it takes away from the thinking aspect slightly, its a minor niggle but some may find it annoying.

The best games of the compilation for me are Chess and Reversi, though 4 in a line can also be taxing.

Overall

Its only for a limited audience, and at first you may wonder why you purchased it, but when you get into the games it so becomes clear its nice playable selection of games that make the hours fly-by.

For £20 it's not great value compared to mobile phone compilations that are under half that price and loses a point for not being a tenner.

There's a couple of niggles with the games but nothing really bad and lack of any 3D modes is pretty poor.

All we need now is a Sudoku game for £9.99 and I'm happy!

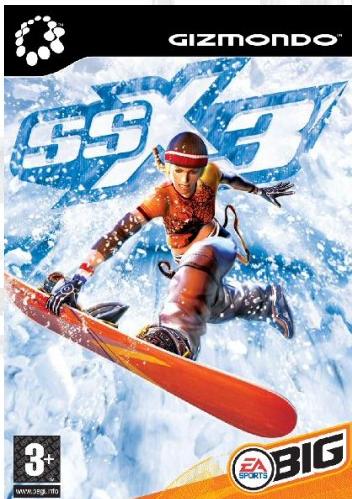
Marks For:

Nice ambient music.
Very addictive.

Marks Against:

No 3D modes.
Limited appeal.

Chapter 2 - Game Reviews - SSX 3



Game Title: SSX 3

Developer: Exient Games

Publisher: Gizmondo Games

Players: 1-2

Blue tooth: Yes

GPRS: No

GPS: No

Release UK/Europe: 31st August 2005 / £29.99

Release North America: Never got released

Game Brief / Options

SSX 3 comes to the Gizmondo. The hit snowboarding title puts you on a ride you'll never forget. With you and a buddy battling via Blue tooth, SSX3 will have you landing uber tricks and flying down the massive mountain.

Featuring classic SSX slopes, the Gizmondo also brings you 10 characters to race with, each with their own style, abilities, and attitude.

Be the first to cross the finish line in a high speed race or compete freestyle and defy gravity. Shred the mountain to win cash, upgrade your gear, and develop your skills.

The Gizmondo version features: Straight race and Slopestyle, 11 different 3D environments, licensed music, shadow-racing mode and the ability to save your favourite replays.

Graphics / Presentation

When you first load the game, you can see a polished video clip playing with music in the background, before the menu screen pops-up.

Graphics are some of the best visuals for the Gizmondo in-game wise, the track textures have been smoothed and polished off since the beta I played 6 months prior to its final release.

Speed wise it all flows pretty smoothly with the tracks nicely lit up with different light sources making the whole look much better. The characters you control themselves are a little blocky due to low polygon counts but nothing too disturbing.

Draw distance for the most part is alright, though on some corners and long straights you can see it drawing ahead of you which should have been a thing of the past in this generation! Though the good looking hi-res backdrop does hide some of this and finishes off the graphics nicely.

The game options give you chance to change music, SFX volumes, vibrations and camera options are also at your disposal. Loading wise its all pretty quick with tracks only taking around 10 seconds to load up, though with music playing and a course layout on screen its really nothing to lose any marks on.



Chapter 2 - Game Reviews - SSX 3



Music / Sound Effects

The game doesn't disappoint in this department, with the sound effects fitting the game well and 'crunchy' snow effects as you take a turn and little touches like wind effects as you fly through the air make it sound all the better.

The music is all Indie style music, which may or may not appeal to everyone but it's not too bad and certainly isn't annoying in the turn the volume down sense!

Some of the tracks include songs by The Chemical Brothers and Fatboy Slim making a total of 25 tracks included in the game, impressive!

Playability / Controls

It's always a relief when you get a game and the controls feel spot-on and not too tight or loose making the whole game annoying, thankfully the former is the case with SSX3 making it a joy to play.

Most of the Giz's buttons are used, shoulder buttons are used for punching and grabbing, while the control buttons are for jumping and different holds while jumping, it takes no time at all to learn the basic controls and soon you will be pulling off excuse the pun! all the best tricks!

Overall

Along with Trailblazer this is one of the best Gizmondo games to date and is a must buy title, even at full price this is worth the money.

With things like replays, score charts and Blue tooth multiplayer make it all add up to one nice little package and worthy of our hard to get Gizmondo Central Gold Award!

Marks For:

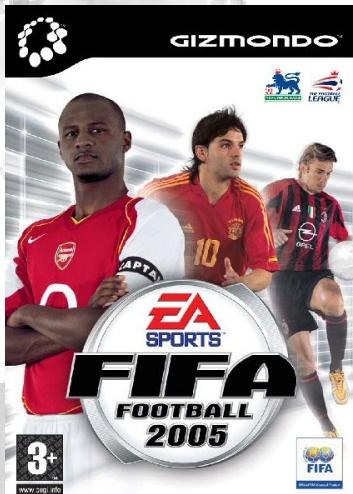
Good graphics and sound.
Instantly playable for a quick session.

Marks Against:

Draw distance.
Port of an older SSX game.



Chapter 2 - Game Reviews - FIFA Football 2005



Game Title: FIFA Football 2005

Developer: Exient Games

Publisher: Gizmondo Games

Players: 1-2

Blue tooth: Yes

GPRS: No

GPS: No

Release UK/Europe: 15th September 2005 / £29.99

Release North America: Never got released

Game Brief / Options

"The premier soccer title kicks off on the Gizmondo! Take control of your favourite player and compete against any team of your choice in the largest football franchise to date. Designed especially for the Gizmondo, players can compete against the computer thanks to sophisticated artificial intelligence, or challenge a friend via Blue tooth networking."

Features include:

Over 350 official licenses; 20 international leagues and 10,000 real named players.

Play against teams of all major leagues around the world or choose your national team.

Licensed chanting adds to the realistic experience.

Customise the opposing team to increase or reduce the challenge.

All new Career and Challenge Modes.

Enhanced controls, AI and animation.

Two player head-to-head via Blue tooth.

3D Stadium graphics.

Graphics / Presentation

In game presentation as with all EA games is very good, with clean clear menu screens to all the league and cup results, tables etc all being very well laid out.

Sadly the in-game graphics don't live up to the rest of the game, the game itself has been ported over from the N-Gage version that was released 9 months prior to this release, the Goforce 4500 GPU of the Gizmondo hasn't been used whatsoever unlike the SSX3 conversion, not sure what the reason why this was, but for the amount Gizmondo paid for the two games you would have at least expected enhanced versions for the money! Returning to the graphics though, as previously mentioned this is an N-Gage port, and that means the game runs on CPU power alone, along with blocky graphics, the players are sprites and look pretty bad when close up, advertising boards really stand out as having textures stretched so far it totally distorts the image.

The game itself runs at a fair pace allowing for some decent player movement and control which is the most important thing in any game, though you can't help thinking that it could have been so much better using the extra GPU power, I'm fairly sure this could have been ported in 2 weeks, I think SSX3 got the developers attention, that they ran out of time for FIFA.

Chapter 2 - Game Reviews - FIFA Football 2005



Music / Sound Effects

Next we come onto the music and SFX, again this version has been let down by the straight port from N-Gage, resulting in tinny sound and crowd effects.

The best way to describe the sound is like actually being at a football match and sticking your head in a bucket of water! It's all muffled and takes away somewhat from the experience.

The ball sounds like its a big ping-pong ball bouncing on tarmac, I don't know where the dev team has been recording the sound effects but they aren't with a football on grass that's for sure!

Finally the only half decent sound is the ref whistle, though even that you can tell is compressed so much like the other sound effects, its a really lazy port from the N-Gage that really should have been improved.

Playability / Controls

Testament to Pro Evo is the fact that any football game relies more on playability than it does graphics, other examples of this include classics Kick Off and Sensible Soccer, luckily then even with the naff blocky graphics and sound of its N-Gage cousin, FIFA Football 2005 plays like a handheld footy game should play like...fast, frantic and easy to pick up and play.

The 4 main buttons on the Giz all have different functions in ball passing or shooting while in attack, and shoulder barging, tackling while in defensive mode, while the 'R' button is used for sprint, really easy controls to pick up and remember, the top 'L' button when pressed brings up a replay option allowing any time during the game to see the best shot or crunching foul over and over again, you can even save these to the Giz's memory!

Overall the controls suit the game really well and at the time when it was released the N-Gage version was the best handheld footy game anywhere, considering the Giz version IS the same game with a bigger screen and better controls then this IS the best handheld footy game ever, well until Pro Evo hit the PSP!

Overall

A fun footy game that will have you playing for hours with its cup and league options, even play 2 player head to head over blue tooth!

This just misses out on a gold award due to the fact its a full £30, a port of an 9 month N-Gage game that doesn't use any of the Giz's extra power, but it's still worthy of a silver award and is an essential buy especially if you can pick it up cheaper!

Marks For:

Very playable.
Loads of league and cup options.

Marks Against:

Poor graphics and sound.
Not enhanced at all for the Giz.



Chapter 2 - Game Reviews - Interstella Flames 2



Gizmondo Central Review

Game Title: Interstellar Flames 2

Developer: Xen Games

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: 30th September 2005 / £9.99

Release North America: Never got released

Game Brief / Options

Interstellar Flames 2 is a thrilling, full-speed action game where you have to be on your toes and fast with the trigger to save planet Earth from being conquered by not-so-very-friendly aliens. The rules are easy: shoot first. The problem is: you're alone.

A vast horde of alien battleships is approaching our solar system. Due to maintenance problems only one fighter craft is ready to defend the planet. Fly dangerous missions against huge battle-cruisers, dogfight with enemy fighters in asteroid fields and destroy the alien fleet before it enslaves Earth. Can you face them alone?

Certainly from the early build of the game I played back in April, it needed a lot of work doing to it, graphics wise its come on, but the worrying thing is how well will it play? Those who have played Microcosm or Starfox will know that as it runs on 'rails' meaning no freedom of movement, unless it's been dramatically changed in the last few months I'm certainly not expecting great things, but read on!

Graphics / Presentation

The game features a small rendered Intro of space ships flying towards the screen, when you first load the game and before the title screen fades in. The options menu screens are sharp and easy to read, with options of high score viewing, controls, layout, difficulty, sound, display, credits and language.

Loading is very fast with the levels only taking a couple of seconds to load up, while the first thing you notice is the backdrops on each level, certainly nothing to make your eyes pop out here, luckily the main 3D objects are better, the main craft you control is nicely detailed as are the enemy spaceships, all fully texture mapped and well lit, the larger ships that you fly over and around do suffer from low resolution textures and on occasion you will see through when flown up against, a feature many will recall from the PS1 days.

The on-screen display caters for your health bar on the top right while the amount of missiles / bombs is on the bottom right, finally your score is displayed in the bottom left.

Other than the craft the game has lots going on screen at once and does well not to slow down, nice touches like lens flares, particle effects and great explosions all add to the experience, it's a shame as a budget title it has all the music and graphics in place to lead to a great little SEU game.



Chapter 2 - Game Reviews - Interstellar Flames 2



Music / Sound Effects

The option screens carry a 80's style Amiga mod track that's quite catchy in a SEU kind of way, loading up the game greets you with some nice sampled speech from a hot lady (well I imagine she is of course!) telling you your systems are 'on line' and something about friendly craft being detected, though I can't recall any of them being 'friendly' to me! Other calls from this helpful lady are of your shields being low, she never mentions your doing great with full shields, some people just look at the negative points!

The SFX are typical SEU noises, all the usual blasts and fart noises are present, though special mention to some very nice explosion effects which give a nice satisfying feeling when shooting them down. Overall a pretty impressive package for a budget release.

Playability / Controls

Controls can be defined in the options but tbh the default ones are easy enough, the two shoulder buttons strafe your ship from left to right, RW and FF are missile and smart-bomb respectively, PLAY is laser fire and finally holding STOP while moving up or down either speeds up or slows down your ship and moving left or right makes the craft barrel roll quickly out of danger.

You might think that sounds quite a few buttons and combinations to remember, but at the end of the day it's not the amount of buttons, but the stiffness of the movement that lets the game down, moving the hud cursor takes long than it should, and in a fast paced shooting game that's the last thing you need, while other times it feels like your ship is flying itself while you struggle to get out of a difficult corner!

Overall

Even with the budget price of £10 this title is another example of 3D shooting games not working as well as 2D ones do, even the best 3D ones use a 2D perspective, it's not to say IF2 is terribly bad, it's not, the price reflects this as a budget title so the final score wouldn't be as low if it were a £30 title, it's a fun for a short while but before long the repetitive nature of the game along with the low replay factor will leave you wanting a more matured blaster, try P.O.D or even An-gelfish in the Fathammer Classics pack for your SEU fix.

Marks For:

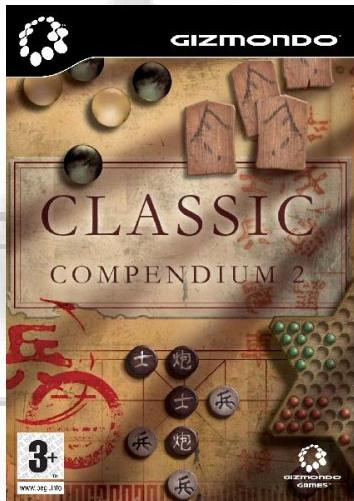
Budget price!
Functional graphics.

Marks Against:

Steep learning angle.
Becomes annoying/repetitive quickly.



Chapter 2 - Game Reviews - Classic Compendium 2



Game Title: Classic Compendium 2

Developer: AI Games

Publisher: Gizmondo Games

Players: 1-2

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: 14th October 2005 / £19.99

Release North America: 22nd October 2005 / \$29.99

Game Brief / Options

Classic Compendium Two contains 5 classic game's from the 'East' these are;

Shogi

Chinese Chess

Gomoku

Chinese Checkers

TaiPei

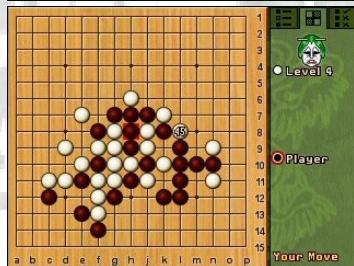
The sequel to the first game has all the same in-game options to keep to most avid puzzle fan happy, ranging from skill levels, to various music tracks and you can even change the colours of playing pieces and backgrounds to suit your own taste.

Graphics / Presentation

Again, as with the first Classic Compendium game, the graphics are nothing to write home about, they are purely functional, but not too much effort has been made with them, and none of the games have a 3D mode to enhance the looks.

The boards all have a clean sharp and bold look to them, with solid shaded colours being used, each object being boldly outlined and clearly visible not to confuse during a game.

The downside with the comparison with the first game that didn't get addressed for the sequel, is that the same code from the first game was used, because as soon as you up the difficulty settings, the CPU takes an age to move, I know every permutation is being worked out, but even in the early 1990's the CPU time wasn't as long as this, and is simply bad programming, because with a CPU of this speed it shouldn't be as long as it is.



Chapter 2 - Game Reviews - Classic Compendium 2



Music / Sound Effects

Just as with the first Classic Compendium, this title too has some nice ambient music, this time it has more of an *Eastern* feel to it to complement well the origin of the games.

The sound effects though are just basic clicks and knocks as you might expect, pretty basic but functional.

Playability / Controls

Simple and easy to work out the controls as you would expect in a puzzle game compilation like this, the menu's are easy to navigate through and to change game options.

A couple of things I didn't like about the games, for example when playing Shogi, some of the pieces are very similar, and you find yourself looking very closely at the screen to notice the differences!

My favourite games of the compilation for me are *Shogi* and *Chinese Chess*, which have me coming back to play again and again.

Overall

It's once again only for a limited audience, but it's a nice playable selection of games that Gizmondo owners are desperate to get hold of.

Again, its overpriced at £20 compared to mobile phone compilations that are less than half that price, and with no added 3D modes you feel slightly cheated.

Even against the first Compendium pack it scores a slightly lower score, mainly due to half the games people won't have ever played or heard of before, and will take a while to get into before you start getting the hang of them, certainly purchase if you like the games within, just don't expect anything too much above basic gameplay.

Marks For:

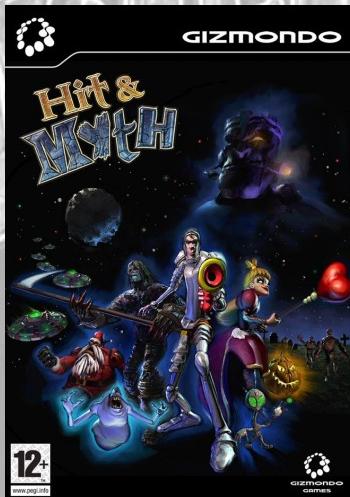
Soothing tunes.
Addictive gameplay.

Marks Against:

Again no 3D modes.
Less likely to appeal.



Chapter 2 - Game Reviews - Hit & Myth



12+
www.peg.iis



Gizmondo Central Review

Game Title: Hit & Myth

Developer: Gizmondo Studios Texas

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: 13th April 2006 / £35

Release North America: 13th April 2006 / \$65

Game Brief / Options

"For Eons, the Arcane Department of Heroic Defence (ADHD) has deployed its agents throughout the Myth Worlds to ensure the safety of their inhabitants. However, somethings gone wrong. The elder demon Cthulahoop is attempting to take over the Myth worlds and enslave the people."

In Hit and Myth, you're an ADHD operative, and you must protect six of the Myth Worlds. You can choose one of four characters with which to take on Cthulahoop, including bumbling knight Cadbury, hard-boiled leprechaun Grimalkin, Squatch the Yeti and tough, sexy pirate lass, Esmerelda.

Adventure game nuts will enjoy Hit and Myth, but should keep their tongues firmly embedded in their cheeks!"

The game options as with most Gizmondo games are basic with sound, music, brightness options available, no In-game saving, but the game saves your status after each level is completed.

Game Status - Hit & Myth was not released commercially via retail outlets but rather by one of the game's producers via an online auction site, although mostly bug free the game is missing a couple of levels that would have featured if the game was completed.

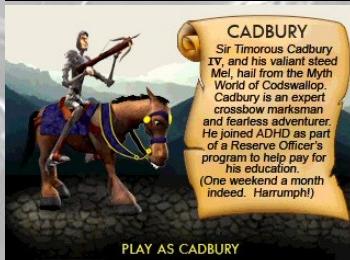
Graphics / Presentation

A great intro to the game with full speech and rendered stills introducing the background story nicely.

The game world itself is made up of textured polygons with normal sprites for enemies ala Doom, the lighting on the levels is superb, the light 'source' so to speak is you're character, so as you move around you light up areas like a Christmas tree, which brings me nicely onto the feel of the game.

The game itself has a very Christmassy feel to it with items like presents, Tree's, Reindeer and Xmas Lights all littered around the levels!

Animation of your character is very smooth though maybe actually a few frames less of animation would have made the game flow a bit faster, but to sum up some of the best presentation in a Gizmondo game up to this point which was a shame as what could have followed.



PLAY AS CADBURY



Chapter 2 - Game Reviews - Hit & Myth



Music / Sound Effects

Speech throughout the game, though the game also contains the odd bit of swearing which is pretty unnecessary in a game of this sort - hence the 12 rating the game would have received if it had a retail release.

Sound effects are also good quality especially the footsteps effects for walking around, while the different weapons all contain cartoony type effects.

Music wise, the title screen music is great, with a fantasy style tune and very good it is too, though the in-game music doesn't live up to the aforementioned track.

Playability / Controls

Hit & Myth is best described as a Gauntlet clone, although the controls are more akin to Robotron or SmashTV.

Shooting baddies and objects to receive fuzzy orbs to replenish your health and shield, collecting keys will enable entry to new sections of the world.

Control wise all buttons are utilised, 'R' brings the world map up, 'L' is your shield, the 4 main buttons each control direction of fire, while pressing any direction twice quickly on the D-Pad will make your character do a somersault out of the way. As mentioned above, fewer frames of animation of your character would have helped speed things up but the game plays well and is straightforward enough to get straight into the action.

Overall

It's quite good fun while it lasts, the great presentation throughout makes it feel like a very polished looking title.

Loading takes roughly 12-13 seconds to load a level up which is some of the longest loading times on the Gizmondo, though the levels are fairly big so you won't be waiting too much each play.

Overall, despite a few flaws the game has unique charms of its own to warrant playing through, though whether you would go play through it all again after completing is another matter, a very good, but not quite the AAA title we were hoping for.

Marks For:

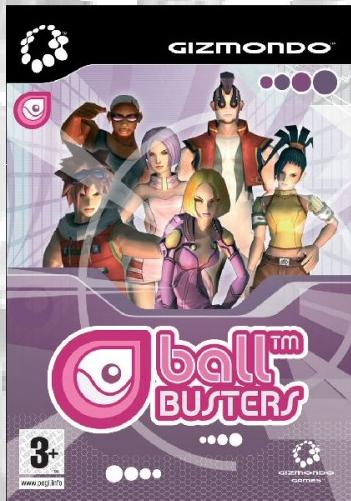
Great graphics and presentation.
Innovative controls.

Marks Against:

Low replay factor.
Long loading times.



Chapter 2 - Game Reviews - Ball Busters



Gizmondo Central Review

Game Title: Ball Busters

Developer: Netdol Ltd

Publisher: Fathammer

Players: 1-2

Blue tooth: Yes

GPRS: No

GPS: No

Release UK/Europe: Canned, due to be £9.99

Release North America: Canned, due to be \$19.99

Game Brief / Options

"It's the year 2495 and you've just been challenged! Get ready for a lightning-fast future sport. Ball Busters Squash delivers challenging opponents, incredible visuals and perfect arcade game play. Forget the present, choose your character and jump into the Sport of the Future!"

The basis of the game is to hit the ball past your opponents 'net' to score a point, you start off with 2 characters to choose from and only a basic racket to use, but completing challenges and beating opponents unlocks another further 4 more characters each with varying skill levels and 4 more rackets to use.

There are 3 main options to choose from on the main menu;

Arcade - Play against other CPU characters in battle matches, winner to certain scores, includes bonus pick ups including shields, freezing balls, reversed controls, walls, triple balls etc, you collect these as they fly towards you and use them using the 'play' button.

Quest - Challenges set over 6 planets with 9 levels on each giving a total of 54 levels in total, includes hitting dart boards and avoiding bombs and getting the ball through a hole among other challenges.

Options - Normal music and SFX options, choice of easy or hard modes and either 5, 7 or 9 points to win a game.

Game Status - Ball Busters was another game that never saw an official release, this review is based on a beta version that was estimated at being 95% complete with only a few bugs to be sorted out and a promised 2-player blue-tooth option being added, this was due out in November 2005.

Graphics / Presentation

The game is played in a 3D viewpoint, looking at the opposite player or wall, although the camera viewpoint isn't right behind the ball so you have to second guess the place the ball will hit your racket.

The 'arena's' have fairly detailed 3D graphics, each are very colourful and have nice texture effects. The player characters are nicely shaded, a bit blocky arms and legs but still better than an average Nintendo DS person!

5 different arena's greet you, each with a different graphical style keeping the game more appealing while playing, while the objects in the game are fairly sharp and bold and are easy to see as they fly towards you.

The presentation is minimal with basic option screens, although it has a nice little attract Intro but nothing else to write home about.



Chapter 2 - Game Reviews - Ball Busters



Music / Sound Effects

Very average music on the attract screen that reminds me of some poorly put together Pro-tracker tune from the Amiga!

Each of the characters have their own cheesy sampled speech that gets on your nerves after every shot! To be expected I guess but they could have added a few more sayings so that it didn't get so annoying!

The In-game music thankfully fairs a lot better than the title music with trancy techno tracks going pretty well with the on-screen action.

Finally SFX, not too much in this department, though the main sounds i.e the ball hitting the bat is quite decent and makes getting a return in all the more worthwhile!

Playability / Controls

Control wise, it's very simple to play, D-Pad moves your bat and 'Play' button uses your pick-up's you possess.

The main problem though is during the early slower games you don't notice the slightly laggy and disjointed control movement, but during the mid-late games when you need faster reflexes most of the errors are because the control of your bat isn't smooth enough to get it in the right place fast enough, it's still fairly playable for sure but certainly one of the most annoying factors of the game.

Overall

This is probably one of the toughest games to mark to date, on one hand it's easy to mark this off as a cheap Chinese phone game with little substance but on the other hand, it's that same game that's actually quite good fun for a cheap price.

While the Arcade mode is fun to play against opponents, it's the Quest mode that adds the most longevity to the game and keeps you coming back to try and finish that level!

Original RRP was going to be £9.99 which would have sweetened the deal even more and the 2-player bluetooth mode would have been a good laugh too, but at the end of the day, it's some annoying control issues that stop it receiving a Silver award.

Marks For:

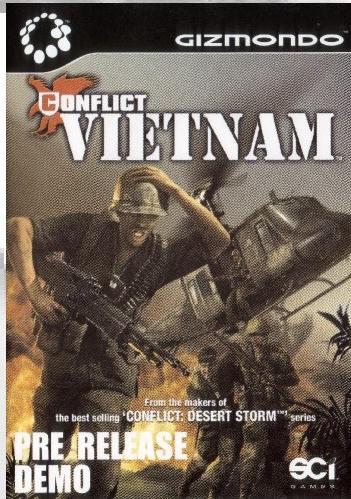
Good for a quick go or two.
Budget price.

Marks Against:

Control movement isn't smooth enough.
Lack of league modes.



Chapter 2 - Game Reviews - Conflict Vietnam



Game Title: Conflict Vietnam

Developer: Coyote Developments

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: Canned, due to be £29.99

Release North America: Canned, due to be \$39.99

Game Brief / Options

Conflict: Vietnam follows the progress of four US soldiers, cut off from their unit and behind enemy lines during the 1968 Tet Offensive. Tasked with fighting their way back to friendly lines, they are faced with day-to-day survival in a hostile environment where the enemy could be hiding anywhere and everywhere. They are un-concerned with the course of the war but brutally aware as to the presence of the Viet Cong and of finding any way they can to survive."

Following the game blurb above, the game plays via a 3D isometric overhead perspective, which gives it a Rambo/ Commando feel to the game, while the gameplay is more slower paced giving a more tactical approach rather than just going in all guns blazing! Options in the game include; music, sound, vibration, languages, credits, a mention to the vibration which is put to good use during bombing raids, and keeps you on your toes! The game also lets you save anywhere at any time during the game, which is a god send, though you can only continue one game at a time.

Game Status - the game is estimated to be 100% complete, with one of the devs of Coyote Developments saying the actual project was 'completed' for Gizmondo back in the winter of 2005 and was due for release in November of the same year.

Graphics / Presentation

The intro sets the game background off nicely with hand drawn pictures, setting the story of your troops getting lifted back into the jungle but getting shot down by the Viet Cong.

As previously mentioned the game itself is viewed from above but at a slight angle and all in 3D, meaning as you move through the forest tree's and other objects come in and out of view some closer than others and it all looks very good, textures are smooth but still contain enough detail not to look too bland. There are plenty of nice touches that add to the game atmosphere, like running water of rivers and birds that fly overhead.

The on-screen display on the left is your troops health and displays what commands you have given them, on the right is your ammo and medi pack count. Targeting is done with a laser dot from your gun, very handy to see which direction you are firing in, when you get in the general direction of a soldier it will lock on automatically.

Finally the loading of the game is pretty fast and is not annoying at all, with only around 4 seconds to load up each mission.

Chapter 2 - Game Reviews - Conflict Vietnam



Music / Sound Effects

Nice use of SFX in the game starting off with the intro that has a shocking helicopter crashing sample that immediately gets your attention.

The music on the main menu is written very well and sets the mood perfectly with its jungle theme and A-team style tune!

The main SFX in the game itself is where it matters though and thankfully the sound lives up to the rest of the game and is very atmospheric with great jungle noises coming from birds, insects, and running water among other samples.

Playability / Controls

You control between 2-4 troops per mission, players you are not controlling will defend themselves and target the enemy ala Cannon Fodder, but unlike that game, if a single troop of yours dies here then its mission over, so you have to keep them all alive till the end.

Controlling your troops is easy and targeting the enemy is locks on automatically once you are in the general direction, though a slight niggle here is that it doesn't always target quick enough if you aren't quite in the right direction which is easy said then done with the Giz's D-Pad!

Controls for the game are nicely set out and simple to use; D-Pad = moves your troops around / L + D-Pad = Select your troops / R = Map / Home = Pause / Square = Medi Pack / RW = Bomb / FF = Grenade / Play = Gun

Overall

A couple of downers though that cost it 1/2 point, the jungle itself could have been a little more colourful, and sometimes you have to really concentrate to double check for enemies, the other is that the game itself is all set on one difficulty setting with no option for harder level settings once you have completed it.

To sum up, this is just what the Gizmondo needed in it's hour of need, licensed IP and good IP to boot with this great Commando style game, with 10 big missions this game will take a little while to complete and gets more strategic as the game goes on, well worth a Giz Central Gold Award.

Marks For:

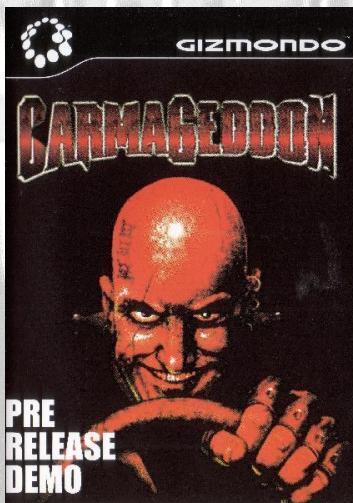
Great atmosphere.
10 big missions to complete.

Marks Against:

Targeting not always accurate.
No difficulty settings.



Chapter 2 - Game Reviews - Carmageddon



Game Title: Carmageddon

Developer: Stainless Games

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: Canned, due to be £29.99

Release North America: Canned, due to be \$39.99

Game Brief / Options

Classic game ported over from the PC original released in 1997, the basic object is to run over pedestrians to score points...it's no wonder it got banned for a while back in the day!

The Gizmondo port was done by Stainless Games for SCI, and they pulled off a pretty impressive port it must be said, with a solid frame-rate and decent textures, it was looking good for release, though due to Gizmondo Europe going bankrupt the game never saw an official release...though a pre-release demo of near complete full game made it through the nets and here's my thoughts of said release.

Options in the game are the usual sound, controls, languages and credits, nothing in the way of other settings or skill levels though. The main game option is the career mode, which you can have up to 3 save game slots, handy for people who play on the same Giz.

The game houses a massive 36 tracks and 30 cars and drivers, but most are locked from the start, to unlock you require credits which you can gain by smashing other opponents running over cows and pedestrians, crashing spectacular, and of course by winning itself. If you gain enough credits a new track and/or car unlocks, so there is plenty to race or crash for! During the races themselves you can collect cans that contain extra time or other extra bonus'

Game Status - Carmageddon was not completed, estimated completeness is 85-95% and was due for release Nov 1995.

Graphics / Presentation

The first thing you notice is how clear and sharp the game looks, with solid smooth 3D tracks and textures all present, it all moves pretty fast and smooth at around 20-25 fps, also considering there's loads of cars and pedestrians everywhere and the fact these maps are pretty big and you can drive anyway, considering all of that, there's very little slowdown, which is quite an achievement on the little Giz.

Textures are mostly bright and colourful and vary a lot on each of the games 36 tracks, giving a nice variation to each race, from rocks, trees and really nice looking snow themed levels.

Though on a couple of the tracks you do notice what they call the 'Daytona' effect i.e. a bit of draw is noticeable in the distance, but it's only on the big straight city levels when there is no corners to mask such evidence as on the other tracks.

Loading time is quite lengthy and is some of the longest on the Giz, around 10-15 seconds per track, saying that though considering these are big maps that you can drive anywhere on, it's fairly understandable, and it's not a massive deal as these races can go on a little while too.



Chapter 2 - Game Reviews - Carmageddon



Music / Sound Effects

There's some great bone crunching effects in this game that push the Giz's little speaker to its limit!

All the effects from the original are included, from the digitised speech to the smashing of the metal as it collides head on with another car or barrier, even the squelching of the pedestrians as you run over them tearing their limbs from their torso! has been included for your gruesome pleasure!

It's definitely one of the few Giz games that need to be played with the sound on for the full effect!

Playability / Controls

The game's most important aspect, and controlling your vehicle requires acute concentration if your trying to win a race! Once you hit a ramp or feel the car sliding out of your control there is no going back as it spins out of control and smashes into a dozen pedestrians!

It's a fine balancing act, although I suppose there is some satisfaction out of keeping your car on the road, at times it can grate on your nerves a little! But going back to the original though, I remember the control wasn't much different back then, I think its just a trait of the game, so I can't slag it off too much for that!

Controls for Carmageddon are; D-Pad = Steer Car / Up On D-Pad = Repair Car / Square = Change View / Play = Accelerate / RW = Reverse / FF = Recover Car / L = Handbrake / R = Track Map

Overall

To sum up, I was greatly looking forward to this release after enjoying the groundbreaking original on the PC.

Yes the game has little substance once you have completed all the races, you probably won't be playing through them all again anytime soon once you have unlocked them all, the only thing you will return for is the fun factor crashing and mowing down pedestrians! But hey not all games can lay down that claim as a returning factor!

It just misses out on a gold award though, due to a few control issues, and some track layouts being hard to negotiate without slowing down to a crawl, overall though it still would have been worthy of you're money and deserves a Silver award.

Marks For:

Great port of the original game.
Loads of tracks and cars.

Marks Against:

Controls not perfect.
Some tracks confusing.



Chapter 2 - Game Reviews - Chicane



Chicane

Jenson Button Street Racing

Gizmondo Central Review

Game Title: Chicane: Jenson Button Street Racing

Developer: Gizmondo Studios Helsingborg

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Release UK/Europe: Canned, due to be £29.99

Release North America: Canned, due to be \$39.99

Game Brief / Options

"Chicane is a Streamlined high octane arcade racing game that offers fast cars, varied tracks and lots and lots of speed. Pick from one of four Super cars, (+four unlockable cars) including the Koenigsegg CCR, and compete in high speed races on city streets and dedicated race tracks. Complete special challenges on extreme tracks that are designed to test your skills to the limit. Chicane is about speed, pure and simple".

Key Features;

8 super cars, 8 city routes, 2 racing circuits, and 6 challenge tracks.

Great arcade handling with drifting and cornering. Unlockable cars tracks and skins.

Realistic AI, save/load replays, save high scores.

Chicane was roughly 95% complete and was only weeks away from being released before Gizmondo went bankrupt. The game has loads of options from arcade, challenge and time trial modes to multiplayer over blue tooth. You can compare lap times and sync data with another player and save your best replays to show off your skills!

Finish 1st or 2nd in the 1st five races and you will unlock another circuit, more will be unlocked as you win more races.

Graphics / Presentation

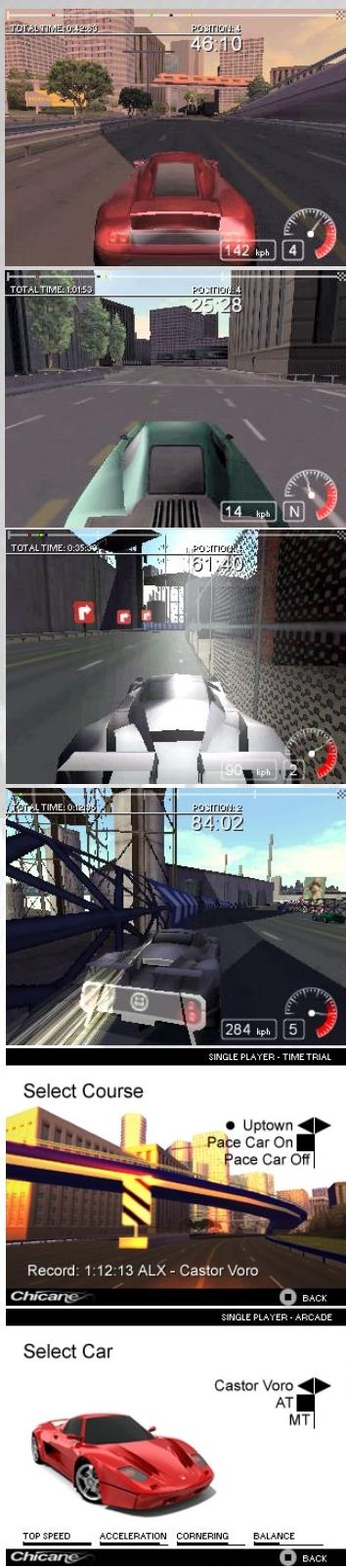
As you can tell from the screen shots, this game is stunning graphically with fully texture mapped, full dynamic lighting all running at a smooth 20-25fps, it certainly pushes the hardware inside the Gizmondo harder than most of the released games.

Each of the tracks is beautifully presented with full lighting effects and animated scenery including trains and birds, adding a nice graphical attention to detail.

One thing to note though, whilst the lighting effects are stunning, the sun glare sometimes makes it hard to see and your full concentration is needed to make it round that part of the circuit!

Presentation wise, it's very slick and clean looking, with bright and simple, but sharp menu screens, and the game loads quick with roughly 4 seconds to load a race!

Chapter 2 - Game Reviews - Chicane



Music / Sound Effects

Impressed with the music in Chicane, all the music are dance tracks, with plenty of bass that suit the game pretty well, and will have you tapping your fingers to the beat!

Sound effects are nothing to write home about, but they provide decent enough engine noises, along with the expected scraping and bumping noises, there is a effect that does grate on me, which is the power sliding one, it's just too high pitched and 'screechie' but then I suppose most racing games have some annoying effect or another!

Playability / Controls

We all know the Gizmondo's D-Pad isn't the best, that aside, the controls for Chicane are adequate enough with responsive controls, if a little stiff when turning.

Hand braking on some corners leaves your car going into a seemingly uncontrollable skid and usually you end up over compensating trying to get back onto the track!

Another gripe is some of the really sharp corners coming up to 90 degrees on some! Well these require a power-slide more akin to Ridge Racer than Gran Turismo, these can take quite a few goes to get the hang of, and you will almost certainly end up bouncing off cars and walls as you struggle to get to grips with it at first, though being a 'arcade racer' this was half to be expected.

Overall

Chicane was in the second wave of Gizmondo games that never got an official release, and would have certainly gained more interest in the handheld.

It's a great racing game, though with a lack of race options and a few flaws in the controls, this still deserves with the amazing graphics, sound and overall complete package to earn a gold award!

Marks For:

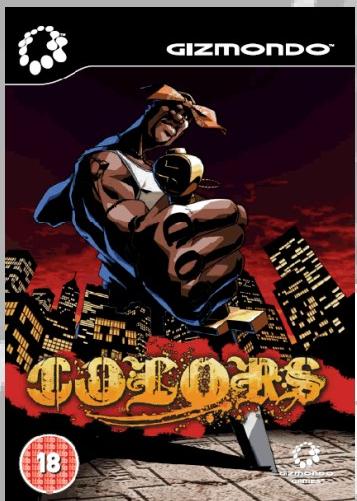
Amazing graphics and music.
Fun arcade racing game.

Marks Against:

Some cornering can be tricky.
Lack of race options.



Chapter 2 - Game Reviews - Colors



Gizmondo Central Review

Game Title: Colors

Developer: Indie Studios

Publisher: Gizmondo Games

Players: 1+

Blue tooth: No

GPRS: Yes

GPS: Yes

Release UK/Europe: Canned, due to be £29.99

Release North America: Canned, due to be \$39.99

Game Brief / Options

The game had been in production for 2 years and has been delayed a couple of times to make sure the game is perfect in every sense, sadly it was never released officially, but the build reviewed here was near enough complete only missing the GPS and GPRS features that they were finalising and it was only weeks away from release had Gizmondo not gone bankrupt.

Advertised as having;

Online play via GPRS

Worlds first GPS game, can you hold onto your 'Turf'?

Massive 3D worlds

'This is an urban warfare game where you battle for supremacy of your turf, your hood. It's all about you and your rise to glory within the alternative universe of Col-ors.'

Will you be one of the underground kings or will you be damned to always walk in someone else's shadow? Start crews with your friends and test your skills against others. Trade or do battle, it's your choice.'

Before you begin, you choose one from five characters, each having their own health and stamina attributes, after a nice video Intro sequence you start the game in the corner of an underground station, from here you must find your way out and onto the streets.

You can buy food at kiosks and machines for extra health should you need it. Along the way you collect items to unlock other areas and help complete missions, the missions themselves are varied and involve plenty of shooting!

Graphics / Presentation

As you can see from the screen shots, this game shows the true potential of the Gizmondo, it all has a smooth frame rate, and has some solid and sharp looking textures and some nice lighting setting the mood, it really shows how much effort the developers have put into this title and would have helped sell countless Gizmondos at the time, even with the newly released PSP back in 2005 this game wouldn't have looked out of place on Sony's handheld.

As mentioned, the lighting is great with full light effects on all the buildings and streetlights causing shadows on the characters, it's a joy just to walk around and admire some of the scenery.

The downside to the graphics is the levels take 10-15 seconds to load, which isn't too bad considering the graphic quality and the size of each level you play on is massive, so you don't need to be loading too often!

Chapter 2 - Game Reviews - Colors



Music / Sound Effects

To start with, the music itself on the main menu is a full hip-hop track from the Colors music CD that was released in the winter of 2005, not exactly my style of music but I can appreciate the quality itself of the track.

The game itself doesn't have music playing in the background, but there are enough SFX and speech going on you really don't need it.

As mentioned above, the game has full speech on some of the main characters in the game, which adds a nice and surprising touch to the game, the other characters have speech by text.

There are sound effects aplenty too, including footsteps of people walking around including your own, trains on the underground, guns....the list goes on, but in general they are good quality and add to the atmosphere of the game.

Playability / Controls

The game's controls are fairly simple for the main actions but to master you will need to learn the other button combinations.

As you would Imagine, the d-pad moves you around the play area, but holding L while moving makes you run, pressing down will make you crouch, and holding R will lock on your target if you have a gun in your hand, Home pauses the game, Play is your action or OK button, FF brings up your Inventory, while FF is jump and continue if on a menu, finally Stop brings up your map and goes back a screen on menus, so quite a lot to take in, but you will soon get used to them after a few goes.

The major downfall and again not the fault of the game, is the Gizmondo d-pad isn't the best ever designed and trying to do quick turns can be a little unforgiving!

Overall

To start with, its a massive game with no less than 7 big areas in the game, Little Italy, Docklands, Crimson Heights, Middlefield, China Town, Grand Central and Little Mexico which will take anyone a while to search every nook and cranny!

Once you start playing its a very addictive game, and although it can get a little frustrating now and then trying to work out your next step, it still entertains.

It might have been nice with a few more interactions along the way, but you cant have everything and what we have got is more than most handheld games of this time.

To sum up, there was always one game it was going to be compared to...It's not Grand Theft Auto, it's not trying to be, if you take it for what it is you will enjoy it more. A truly great game that every Gizmondo owner would have loved to have.

Marks For:

Lovely graphics and lighting.
Massive game worlds.

Marks Against:

Control pad!
Replay value?



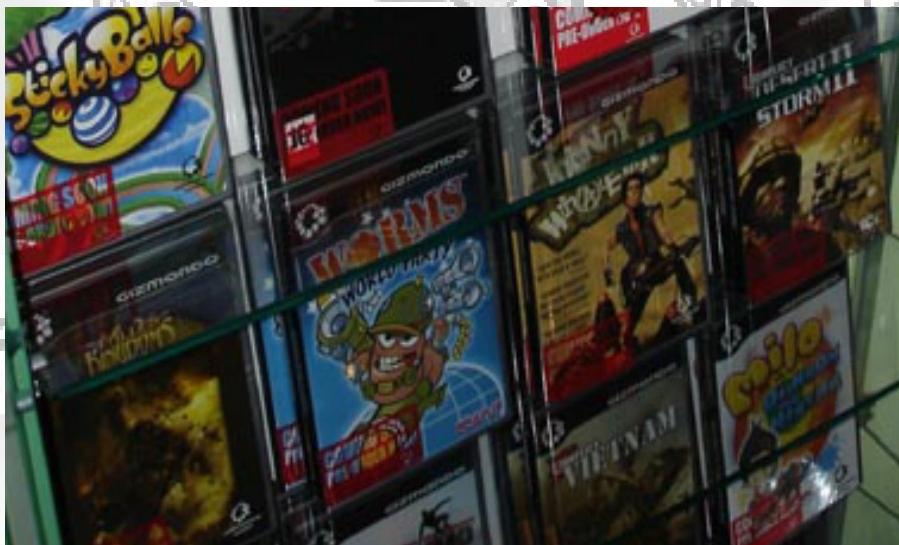
UNRELEASED GAMES

Any system that fails in the marketplace normally has more games that are unreleased than released, mainly due to the cancellation of the system before these games get finished.

The Gizmondo is no exception, and has loads of games that were in production for release in 2006 and beyond.

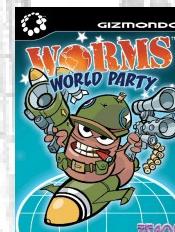
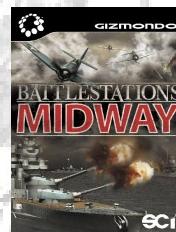
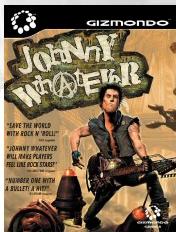
Over the following sixteen pages, we take a look at the games that never made it out to the gaming starved Gizmondo owners. Beginning with the games that we have actual builds for, to the games that have some Information and screen shots from.

Other games that were unreleased, but no Information of any kind could be found, are just listed in the complete game list on pages 68 and 69.

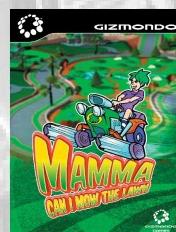
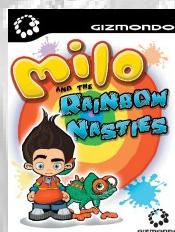
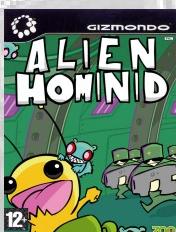
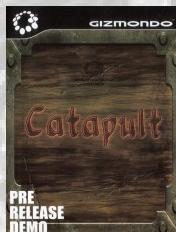
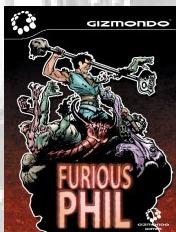


Gizmondo - The Machine

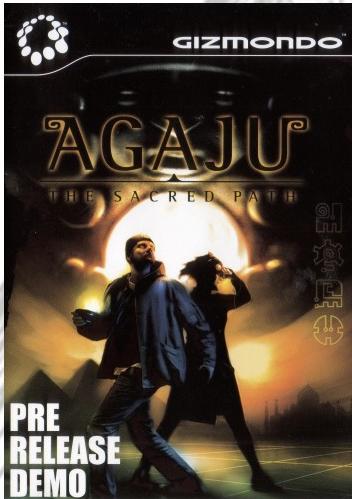
Chapter 3 - Unreleased Games



Agaju : The Sacred Path	p54
Alien Hominid	p55
Battlestations: Midway	p56
Catapult	p57
Furious Phil: Dawn of the Mutants	p58
Johnny Whatever	p59
Jump	p60
Sega Classics	p61
Supernaturals	p62
Geo-Xtreme / MechAssault	p64
City / Speedgun Stadium	p65
Other unreleased games	p66-67
Complete game list	p68-69



Chapter 3 - Unreleased Games - Agaju



Game Title: Agaju : The Sacred Path Of Treasure

Developer: Gizmondo Studios

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

GPS: Yes

Game Brief

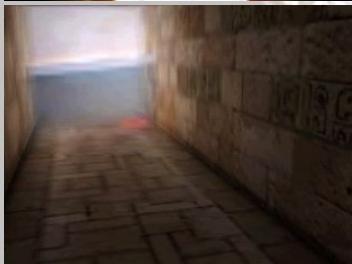
Agaju: The Sacred Path from Gizmondo, a game that utilises Gizmondo-specific features to create an entirely unique game-play experience. Agaju, at the moment, is little more than a tech demonstration, so we only got a chance to see how the game-play would work when fully implemented. If it comes along as planned though, Agaju will be quite unlike any game you've ever played before.

The section we played highlighted two aspects of game-play, notably the exploration and puzzle-solving elements. There was little information on the story except that it seems to be set in South America, and it has Indiana Jones-esque scenery such as temples, ancient symbols, and archaeology. Apparently it will tie into the real location of Agaju, although it's not quite clear yet how that will come about.

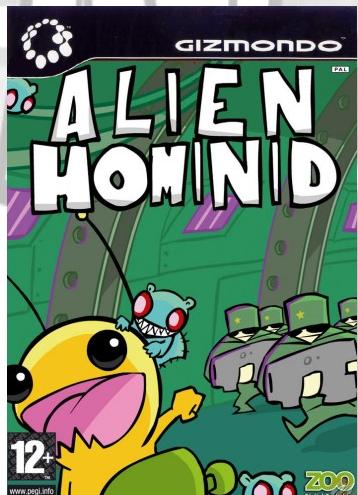
The game will feature a good amount of exploration, in the first-person perspective, through tunnel environments. This ties in with the Gizmondo's Augmented Reality and Gyroscopic Camera technology, which means that as you walk through the environment and wish to turn left or right, you'll need to physically move the Gizmondo to the left or right to do so. The Gizmondo is remarkably responsive to your movement, and we found this to be quite an interesting experience.

After a brief bit of level exploration, we found a light at the end of one of the tunnels, which, when walked into, brought the Gizmondo into camera mode. At this point in the game you are brought into the real world so that you can initiate some of the puzzles the game has to offer. Agaju will be particularly responsive to certain environmental symbols, which will come physically packaged with the game on hand-sized pieces of paper. When in camera mode, if one of the symbols is held up in front of the Gizmondo, a tiny character jumps up onto the symbol and you can interact with him. This is quite an interesting way of incorporating both game-play and reality.

Although there was not much to Agaju in this build, there is a lot of potential, and it's nice to see a game fully showcasing the Gizmondo's unique capabilities.



Chapter 3 - Unreleased Games - Alien Hominid



Game Title: Alien Hominid
Developer: Tuna Technologies
Publisher: Gizmondo Games

Players: 1
Blue tooth: No
GPRS: No
GPS: No

Game Brief

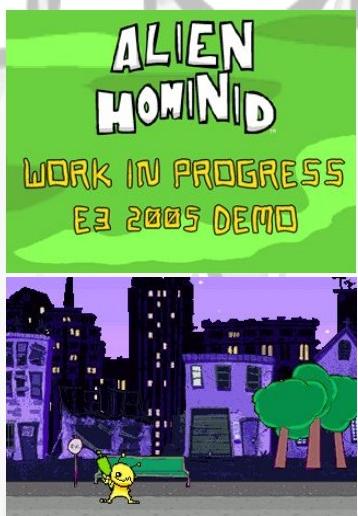
A few years ago, Alien Hominid was being ported to every console, handheld and mobile device around at the time, though its orientations began on the PC as a Flash game in 2002, and is still being ported to different hardware today, the latest as a download game on XBL Arcade.

The game stars a yellow Alien who has crash landed on Earth. The FBI has taken his ship and they are out to get him, so he decides to blast, cut, and bite his way through them.

The Gizmondo version was being ported by Tuna Technologies who also done the GBA version to rave reviews. Graphically it's not far off the original game which is no real surprise as it was only a Flash game.

Game-play wise its a side scrolling shooter, you can get into different vehicles you find to fight the enemies, you can charge your shots for more power, hide underground, jump on an enemy's head, pull an enemy underground with you, bite their heads off, or even ride a yeti and eat communists.

To the left are some are the screenshots from the E3 2005 playable demo, it's basically only run and jump in the demo, there are no baddies or any other thing happening to shoot or interact with! But it at least showed the game was in production for the Gizmondo and would have made a nice addition to the released game titles.



Chapter 3 - Unreleased Games - Battlestations : Midway



BATTLESTATIONS MIDWAY

Game Title: Battlestations : Midway

Developer: Mithis Entertainment

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

GPS: No

Game Brief

One of the SCi developed games, which unfortunately never saw the light of day and promised to be one of the best games on the Gizmondo.

The game was thought to be very near completion, and was roughly 90-95% complete...but unlike the other SCi games that got leaked online, this never did, probably due to it being unavailable on the Xbox360 or PC at the same time.

It was being converted by Hungarian development studio Mithis Entertainment, who probably due to the demise of Gizmondo, closed down at the end of 2005, speaking to Eidos staff, none of this studio was taken onboard after the closure, and as such no code or data has been seen of since.

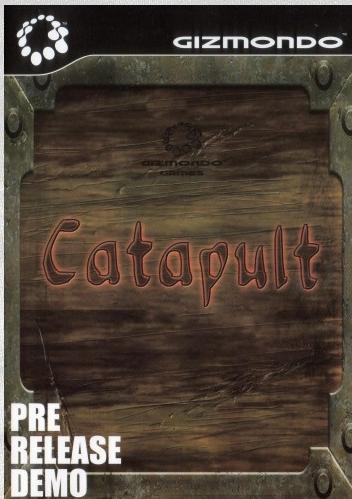
As you can see, it pushed the Gizmondo hardware with amazing graphics, and reports of great game-play too, read the blurb below to see what else the game promised.

"Prepare for a totally new combat experience as you fight massive air, sea and undersea battles in WWII's Pacific theatre in direct command of multiple warships, planes and submarines in this epic solo and online tactical action game."

For the first time experience the true intensity of large scale aerial and naval combat in a unique mix of direct action and tactical play. Directly control dozens of highly detailed warships, aircraft and submarines in a 'free-control' environment as you design and execute the best plans of attack. Command the colossal firepower of a fully armed battleship, engage the enemy in fierce dogfights through flak-infested skies, or utilise the silent attack of your submarine to unleash deadly torpedo attacks on unsuspecting enemies.

Battlestations: Midway follows the story of naval recruit Henry Walker, whose first assignment as a gunner at Pearl Harbor is the starting point of an incredible career at the heart of the US Pacific Fleet in 1942, in what was to become one of the most inspirational military campaigns in history."

Chapter 3 - Unreleased Games - Catapult



Game Title: Catapult
Developer: Gizmondo Studios
Publisher: Gizmondo Games
Players: 1-2
Blue tooth: Yes
GPRS: No
GPS: No
Camera: Yes

Game Brief

Catapult is a revolutionary tactical action game played out in Augmented reality. Set in real-time build and combat phases, the players use the build phases to build their own towers, catapults and resource buildings and the combat phases to try and wreak as much destruction on the lands of their enemies.

The build we got to play was said to be 50-60% complete. It's unknown how much further the development got, before being cancelled with the rest of the incomplete games, but this was certainly ground breaking at the time and only now are we starting to see AR games 5 years later on handhelds.

The game challenges both the hand and eye co-ordinations of the players as they aim and shoot projectiles at their opponents as well as strain the player's grey cells on how they should use their resources to build better defensive and offensive capabilities.

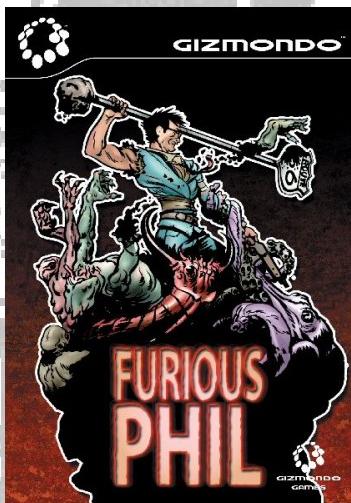
Catapult can be enjoyed as a two player vs. game, a two player co-op game or as a single player game. Catapult supports several game modes, as suitable for single as multiplayer modes including single battle, narrative campaign and random campaign games.

Key Features

- Augmented reality
- Camera gyro technology
- Real time action strategy
- Multiplayer mode using Blue tooth



Chapter 3 - Unreleased Games - Furious Phil



Game Title: Furious Phil

Developer: Gizmondo Studios Texas

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

Game Brief

Another title from Gizmondo Texas, Furious Phil is set like a 70's horror movie;

"Phil was a sad and lonely man who had done nothing of value with his life, his job and family are gone and he's found that he's now at the end of his rope. With his options dwindling before him, Phil comes to the decision to take his own life. To accomplish this, Phil shoots himself with a shotgun. To many this would seem to be the end of the story, but in fact it is only the beginning. Years later Phil wakes up with one of his ears and his memory both gone. However, there is no one who can help him piece his life back together because while he slept the end of the world has come and gone. There's nothing but miles of landscape and nightmarish creatures that dwell within. Instead of giving up, Phil heads to the only place he's sure he's ever been, Los Angeles, by means of the almost forgotten highway, Route 66. As he tries to get back to his roots, he will have to fight every step of the trip"

Below is some are the screen shots from the E3 2005 demo, although the graphics are pretty decent and probably not far from completeness, the actual demo itself only contains one small area with a couple of buildings to go into, other than the scenery the only other thing to interact with are some green monster blobs that annoyingly attack you with their tongue!

Controlling the character is easy enough, but it seems in this demo at least the time it takes to press the button and the character to swing his axe seems like an eon!

I was really looking forward to this game, the story, graphics all show promise, the PC demo had shotguns and the ability to drive a car, and if they got the character movements faster then this would have made a must buy for any Giz owner!



Version 2005-05-13 Build 0.0.1681



Version 2005-05-13 Build 0.0.1681

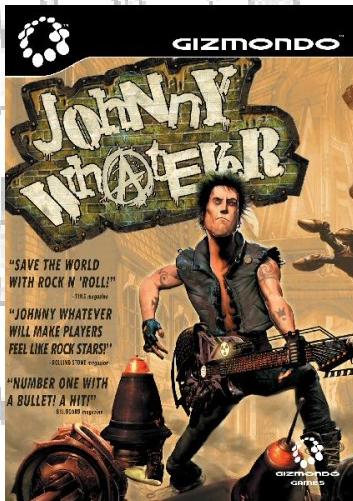


Version 2005-05-13 Build 0.0.1681



Press [A] to enter...

Chapter 3 - Unreleased Games - Johnny Whatever



Game Title: Johnny Whatever

Developer: Gizmondo Studios Texas

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

Game Brief

Before Guitar Hero, there was Johnny Whatever! A guitar playing rock legend with special abilities!

"The Queen has been imprisoned in a vat of mustard, and the only person who can save the day is guitar hero Johnny Whatever.

"You attack your enemies, Robo-Bobbies, using your guitar 'Nancy'. The face buttons fire off chords to try and form combos, the game promised to use licensed songs, with artists including The Troggs, The White Stripes and The Ramones."

You basically take Johnny around the streets having guitar battles with robot and the like, these battles are in the style of Guitar Hero in that you have to press the corresponding button in time with the bar on the bottom of the screen. It all could have made a fun unique game for the Gizmondo, but alas it never got released.

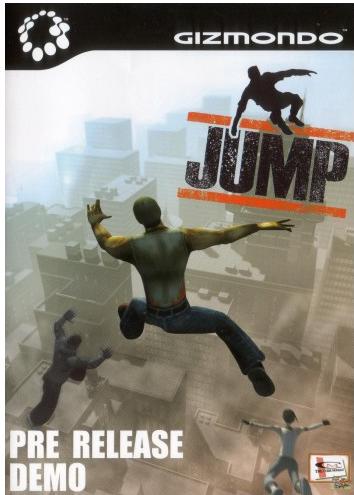
The game itself was originally being developed for the Xbox console before Gizmondo bought the developers, now the game was heading to the Gizmondo, would the game lose any of its graphical flair or features in the cross over?

In the Gizmondo build I played, it all seemed very Colors esq. in the graphical street style and player control, granted the d-pad of the Giz isn't the best, it lacked full movement in all directions, maybe the completed game would have improved on this, this however would never happen.

To the left are some screen shots from the E3 2005 demo, the streets have a similar feel to them as in Colors, though it's probably more down to hardware limitations rather than design similarities, but the main game was miles away game-play wise, and Johnny Whatever promised to deliver something different from the norm.



Chapter 3 - Unreleased Games - Jump



Game Title: JUMP
Developer: Codemonkeys
Publisher: Gizmondo Games
Players: 1
Blue tooth: No
GPRS: No

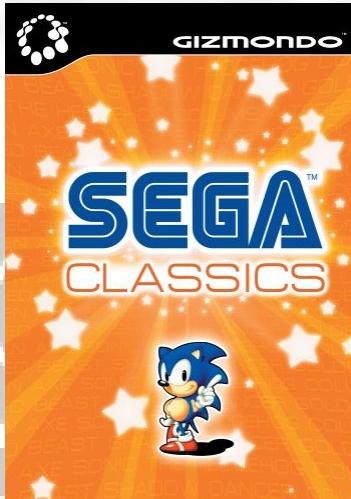
Game Brief

Developed by Codemonkeys, this 'freerunning' style game was already looking to be something special from an early demo in the screens on this page, the demo itself doesn't contain a lot to do and the physics and controls were along way from complete but again it promised a unique game that at the time hadn't been done before.

JUMP requires players to jump as the title suggests, as they race and leap across buildings in a crazy race to the finish. The game has players racing against others through the inner city, but instead of racing on the streets, players race across the tops of buildings. The jumping part comes in when players hit the end of a building. If they hit the buttons just right, they can pull off an explosive stunt jump that looks incredibly impressive. If they miss, they fall and meet a messy end. Of course, the more impressive the jump, the more bonus points. Gamers who like racing games that are a little different will enjoy *JUMP*. The idea of making racers leap between buildings while trying to reach the finish line is unique, and the game is sure to impress.

After abandoning the Gizmondo market, Codemonkeys apparently finished re-coding the title for the PSP...though the game engine was ported to some of the newer Nvidia mobile GPU's as well.

Chapter 3 - Unreleased Games - Sega Classics



Game Title: Sega Classics
Developer: Mobile Wizardry
Publisher: Gizmondo Games
Players: 1
Blue tooth: No
GPRS: No
GPS: No

Game Brief

Contains five classic Sega Megadrive (Genesis) games in one package.

*Sonic The Hedgehog
 Altered Beast
 Revenge Of Shinobi
 Golden Axe
 Outrun*

Originally first announced at the CES show in Los Angeles in early 2005, what first was seen was Sonic running on the Gizmondo, people walking by just thought it was an emulator, but the next day it was officially announced that Gizmondo had made a deal with DMC to bring the classic Megadrive titles to the Gizmondo on one SD card.

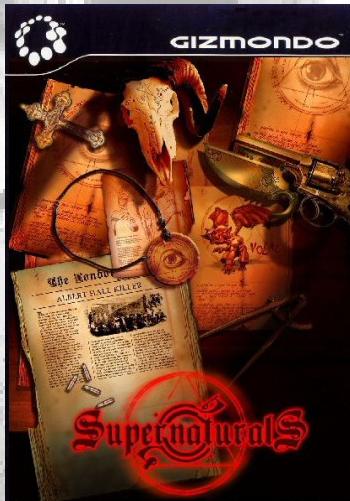
The title contains five perfect classic emulated games from the Sega Megadrive. This title was near enough complete, all it was waiting for was the license from Sega to get the go ahead and it would have been a release title, though for some reason or another, (*probably lack of actual cash up front!*) halted the release.

Although now available on newer formats as downloads and standalone licensed hardware, back then, to have Sega titles in one package was quite a big scoop back then and brought Interest the Gizmondos way.

Though however nice an official release would have been, at least the Gizmondo was opened to allow full Megadrive emulation later in its life!



Chapter 3 - Unreleased Games - Supernaturals



Game Title: Supernaturals

Developer: Gizmondo Studios Manchester

Publisher: Gizmondo Games

Players: 1

Blue tooth: No

GPRS: No

Game Brief

One of the more interesting and technically challenging titles, Supernaturals was to have been one of the few GPS enabled Gizmondo games to have been released, though development of it of course halted, it's thought the game was roughly 50% complete.

I have seen an actual in-game screen shot back in 2005! It looks like a cross between Hit & Myth and Conflict : Vietnam in the way the game is played from an angled overhead perspective.

Not a lot else is really known about this title other than the character selection demo you can get hold of, basically it's a selection screen allowing a choice of 5 playable creatures in the game with different health, action rating points with each character which also tends to show some RPG elements.

Below is some great artwork for the game, including this advertising poster, that indicated the games original release date of 'Fall' (Autumn) 2005.

The pictures on the left are actual in-game menu screen-shots.



Chapter 3 - Unreleased Games - Supernaturals



Supernaturals had so much good artwork we thought it deserved a full 2 pages in the book!

Below are some Ideas for the stages in the game, whilst on the left is some stunning artwork for the games manual, box and presentation screens.

It's a real shame that this never got further into production as presentation wise it was one of the best looking and intriguing games to look forward to.





Chapter 3 - Unreleased Games - Geo-Xtreme/MechAssault



Game Title: Geo-Xtreme
Developer: Quicksilver Studios
Publisher: Gizmondo Games
Players: 1-2
Blue tooth: Yes
GPRS: No
GPS: Yes



Geo-Xtreme was going a GPS based action, game using real world maps with virtual flags displayed for the players to seek out.

Players run, bike or get to the GPS coordinates any way they can to grab the flags before their opponents can.

This type of game could be played with small groups of friends who have bought the software and console or could be played on an organised event basis using a mapped out route created by organisers.

KEY GAME FEATURES;

GPS
3D REAL WORLD MAPS
MULTIPLAYER
CAPTURE THE FLAG
TIME FLAG CHASE
GEO-X

MechAssault

Check out this concept screen shot from the unreleased and much rumoured MechAssault game from the Microsoft deal.

Along with *Its Mr Pants*, *Sudeki* and *Ages Of Empire*, MechAssault was the first of the Microsoft licensed games that would have hit the Gizmondo, no actual screen shots have surfaced for this title other than this proof of concept shot below showing the mech's.

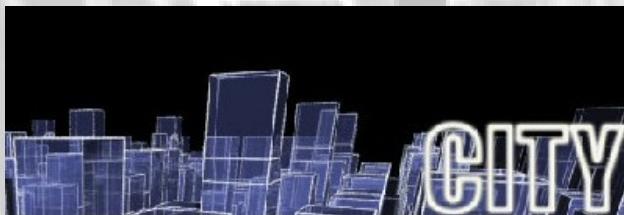
MechAssault : Phantom War was released however for the Nintendo DS in 2006 the same year the Gizmondo version was planned for release, which allowed 1-4 players wirelessly.



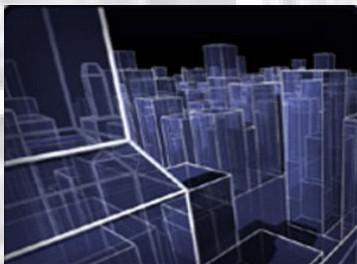
Game Title: MechAssault
Developer: Gizmondo Studios
Publisher: Gizmondo Games
Players: Unknown
Blue tooth: Unknown
GPRS: No
GPS: No

MADCAT - 418Tris

Chapter 3 - Unreleased Games - City / Speedgun Stadium



Game Title: City
Developer: Gizmondo Studios
Publisher: Gizmondo Games
Players: 1
Blue tooth: No
GPRS: No
GPS: Yes
Camera : No

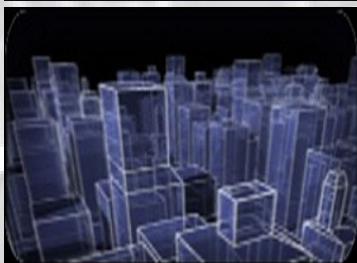


Originally one of the first games (along with *Colors*) announced for the Gizmondo way back in early 2004, these two games were both meant to herald a new era of gaming...GPS gaming.

Though *Colors* was always a bigger storyline game, with more depth, *City* was designed as a pick up and play title, a 10 minute just another go game on the bus or out and about.

It's not well known how much of the 'game' was complete, I think it was more of a tech demo in the early days that showed off the potential and just got put on hold never to be completed.

It's a shame no demo was ever released because its the simpler games like this that sometimes get remembered for being more fun than the bigger IP.



Game Title: Speedgun Stadium
Developer: Fathammer
Publisher: Gizmondo Games
Players: 1-2
Blue tooth: Yes
GPRS: No
GPS: No
Camera : No



Promising silky smooth visuals, it was way ahead of the competition at the time, but yet being listed on the official website at the time, it was only later found out that Fathammer decided to drop development of the game probably due to the amount of recoding it would take for the newly added nVidia GPU, and the hopes of a fps on the Gizmondo all but died (well until homebrew hit the Giz!)

Speedgun Stadium sets the player in the middle of a violent futuristic TV sport. Armed with a force field and a firearm, the contestants must battle each other in different mazes and arenas, referred to as Stadiums, in ferocious competitions for highest kill counts.

The SGS competitions, hosted by Bill Sunday the announcer, comments on game events while the cheers of the audience are played through the speakers in the Stadiums. Success in SGS will bring the contestant the cheering of millions of fans, while falling from their favour dooms the player into a torrent of hisses and boos. The strong presence of the audience in the game is one of the elements which differentiate SGS from the run-of-the-mill FPS games.

SGS matches are played in three rounds of three minutes each, and they are occasionally interrupted by Match Events: shouts from the audience influence Bill to spice up the game by (for instance) making special weapons available, disabling player force fields or letting loose hunter/killer robots.

At heart, SGS is a futuristic first-person shooter much in the visual style of Unreal Tournament.



Chapter 3 - Unreleased Games - The Rest

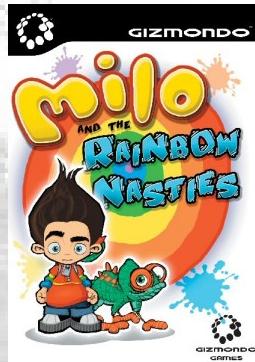


Milo And The Rainbow Nasties - Gizmondo Texas

Originally announced for PC, PS2, GC and Xbox in 2004. (PC screenshot)

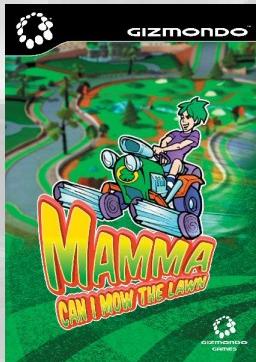
"Milo and the Rainbow Nasties is a 3rd Person action adventure game staring Milo Sable and his best friend Chamille (a color-shooting chameleon). In a world drained of colour, Milo and Chamille use their unique abilities to take on Dr. Polymer and the Rainbow Nasties, splat the evil Skelebobs back into the ground, turn mean and hungry zombies back into local inhabitants, bringing the grim world back to full colour and make it come alive."

Pencilled in for a 2006 release, although how far the Gizmondo port got is still unknown, as no demo or even screen shots were released.



Mamma Can I Mow The Lawn? - Gizmondo Texas

First announced for PC and PlayStation 2 in 2004 (PC screenshot used)



"Kurt, the typical teenager on the hunt to earn some cash fast, finds a fuel converter in the garage that his father built as a prototype. Struck with curiosity, Kurt feeds the machine cut grass, and soon realises he has a cheap way of obtaining fuel for the family riding lawnmower."

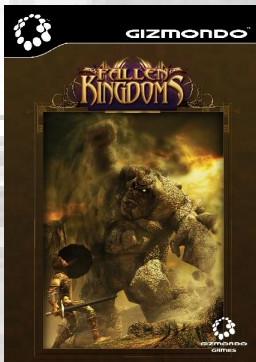


The object is to mow the neighbour's yards in return for cash, while avoiding obstacles and refuelling your lawnmower. Things become complicated when the player takes the mower into restricted areas, such as parks or amusement parks, or inadvertently mows a lawn without asking first.

This sort of game would have suited the Gizmondo very well, and sadly nothing came of the game. It's unlikely the Giz port got very far as a release date was never set.

Fallen Kingdoms - Gizmondo Texas

Another title originally announced for PC and Xbox, scheduled for release in late 2006 (PC screenshot)



"Set in the world of Aegion, where the dark lord Undrath has destroyed the peaceful kingdoms that once existed there. Players control a character who is a member of an underground organisation that hopes to restore power to the titular fallen kingdoms."



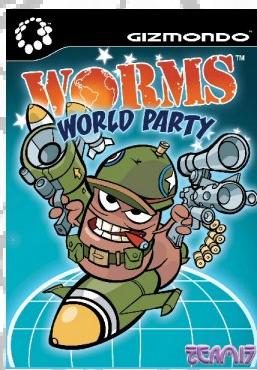
Warthog promises that the third-person action RPG will include fully dynamic combat choreography and an interactive game world. Characters can dodge and parry, use everyday objects as weapons, and take the high ground to gain melee advantages. Certain spells will be able to alter the landscape, and fire will ignite and spread across combustible materials.

Though unknown how far along this was converted, it was probably in a long list of to do games as the originally PC version wasn't even completed.

Chapter 3 - Unreleased Games - The Rest

SCI Deal - was a big coup at the time, SCI were a leading publisher in Europe, although they have been since taken over by Eidos.

The deal for 12 titles was massive, Battlestations : Midway, Carmageddon and Conflict : Vietnam were all but complete by the end of 2005, Richard Burns Rally was the only game to get an official release, the other titles were promised in 2006 and beyond, the ones confirmed were Total Overdose, Conflict : Desert Storm 2 and The Great Escape with another five titles after those, these being rumoured to be Constantine, Highlander, The Italian Job, Reservoir Dogs and Roll Call though it's not known how much truth was in these rumours.



Worms World Party - Team 17

Originally announced on the 15th February 2005, Worms was due for release in early 2006.

Another big IP that never made it out, its unclear if the title was being converted in-house or by Team 17 themselves, no screenshots or video has ever surfaced, however, these quotes from the press release remain.

Team 17's Commercial Director Debbie Bestwick commented: "The Gizmondo version of Worms World Party is the perfect extension to the Worms franchise, and the potential for wireless multiplayer is extremely exciting." Carl Freer, Managing Director, Gizmondo Europe, added: "The Worms series is one that has performed consistently well on every format that it's appeared on. We believe that a Blue tooth multiplayer addition will offer a significantly new experience for Gizmondo owners."

Guardian - Superluminal

Guardian is a side scrolling shoot em-up game in the style of past classics like Thunderforce, R-Type and the like. There had been a PC version for a couple of years before Gizmondo Europe approached them to do a port for the Gizmondo handheld.

It was apparently pretty complete before Gizmondo went under, though from a couple of people who had played an early version it wasn't nothing neither special or a worthwhile purchase, even at a £9.99 price point being mooted.

A huge arsenal of weapons - rail guns, lasers, particle cannons, sledgehammer missiles, cluster bombs, nukes, and much more.
A blend of razor-sharp 2D, sophisticated 3D, and nostalgia-inducing parallax graphics.
Challenging mission types: protect, destroy, evacuate - you'll do it all.
Three detailed and animated environments - space, ice, and fire.
30 adrenaline-filled missions.
4 difficulty levels will challenge everyone from arcade novice to master.
Incredible sound effects that will get your blood pumping.
Transparent load/save system lets you easily continue an earlier game.
Easily customise the musical soundtrack with your own MP3 files.



Gizmondo - The Machine

Chapter 4 - Complete game list

The complete Gizmondo game list as far as we know it to be true;

Games Listed : 62 / Released : 15 / With Giz Builds : 15 / Confirmed In Dev : 24 / Rumoured : 8 /
 Others Developers : 15 / Publishers : 5+ / Exclusive : 19 / Blue tooth : 13 / GPS : 7 / GPRS : 3

Released								
Game Title	Publisher	Game Type	Exclusive	Players	Bluetooth	GPRS	GPS	
Classic Compendium 1	Gizmondo Games	Various	YES	1-2	NO	NO	NO	
Classic Compendium 2	Gizmondo Games	Various	YES	1-2	NO	NO	NO	
Fathammer Classic Pack	Fathammer	Various	NO	1-2 (SCE)	YES (SCE)	NO	NO	
FIFA Football 2005	EA / Gizmondo Games	Sport	NO	1-2	YES	NO	NO	
Gizmondo Motocross 2005	Fathammer	Driving	NO	1-2	YES	NO	NO	
Hit & Myth	Gizmondo Games	Action	YES	1	NO	NO	NO	
Hockey Rage 2005	Fathammer	Sport	NO	1-2	YES	NO	NO	
Interstellar Flames 2	XenGames/Gizmondo	SEU	NO	1	NO	NO	NO	
Pocket Ping-Pong 2005	Fathammer	Sport	NO	1	NO	NO	NO	
Point Of Destruction	Gizmondo Games	Action	NO	1	NO	NO	NO	
Richard Burns Rally	Gizmondo Games	Driving	NO	1	NO	NO	NO	
SSX 3	EA / Gizmondo Games	Sport	NO	1-2	YES	NO	NO	
Sticky Balls	Gizmondo Games	Puzzle	YES	1	NO	NO	NO	
Toy Golf	Fathammer	Sport	NO	1-4	NO	NO	NO	
Trailblazer	Gizmondo Games	Arcade	NO	1	NO	NO	NO	
Games With Giz Builds								
Agaju : The Sacred Path	Gizmondo Games	Adventure	YES	1	NO	NO	YES	
Alien Hominid	Zoo Digital / Gizmondo	Platform	NO	1	NO	NO	NO	
Ball Busters	Fathammer	Arcade	NO	1	NO	NO	NO	
Battlestations: Midway	SCi / Gizmondo Games	Action	NO	1	NO	NO	NO	
Carmageddon	SCi / Gizmondo Games	Racing	NO	1	NO	NO	NO	
Catapult	Gizmondo Games	Racing	YES	1-2	YES	NO	NO	
Chicane : Jenson Button Racing	Gizmondo Games	Racing	YES	1-2	YES	NO	NO	
Colors	Gizmondo Games	Action	YES	1+	YES	YES	YES	
Conflict: Vietnam	SCi / Gizmondo Games	Action	NO	1	NO	NO	NO	
Furious Phil: Dawn of the Mutants	Gizmondo Games	Action	YES	1	NO	NO	NO	
Guardian	Gizmondo Games	TBA	NO	1	NO	NO	NO	
Johnny Whatever	Gizmondo Games	Action	YES	1	NO	NO	NO	
Jump	Gizmondo Games	Action	YES	1	NO	NO	NO	
Sega Classic Pack	DMC / Gizmondo	Retro	NO	1	NO	NO	NO	
Supernaturals	Gizmondo Games	RPG	YES	1	NO	NO	YES	

Chapter 4 - Complete game list

Confirmed In Dev.								
Game Title	Publisher	Game Type	Exclusive	Players	Bluetooth	GPRS	GPS	
Ages of Empires	Microsoft / Gizmondo	Strategy	NO	???	???	NO	NO	
Casino	Hustler / Gizmondo	Gambling	YES	???	???	NO	NO	
City	Gizmondo Games	Puzzle	YES	1+	YES	YES	YES	
Conflict: Desert Storm II	SCI / Gizmondo Games	Action	NO	1	NO	NO	NO	
Fallen Kingdoms	Gizmondo Games	Action	YES	1	NO	NO	NO	
Future Tactics	Gizmondo Games	Action	NO	1	NO	NO	NO	
Geo-Xtreme	Quicksilver Studios	GPS	YES	1-2	YES	NO	YES	
Ghost	Gizmondo Games	???	YES	1+	YES	YES	YES	
Goal!	Factory 1 / Gizmondo	Sport	??	???	???	NO	NO	
Island Capers	Quicksilver Studios	Platform	NO	1	NO	NO	NO	
It's Mr Pants	Microsoft/Gizmondo	Puzzle	NO	1	NO	NO	NO	
Madden NFL 06	EA / Gizmondo Games	Sport	NO	1-2	YES	NO	NO	
MechAssault	Microsoft / Gizmondo	Action	NO	???	???	???	NO	
Milo and the Rainbow Nasties	Gizmondo Games	Action	YES	1	NO	NO	NO	
Momma Can I Mow The Lawn	Gizmondo Games	Action	YES	1	NO	NO	NO	
Race (Working Title)	Gizmondo Games	Racing	YES	???	???	???	TBA	
Rayman	Ubi Soft / Gizmondo	Platform	NO	1	NO	NO	NO	
Speedgun Stadium	Fathammer	FPS	??	1	NO	NO	NO	
The Great Escape	SCI / Gizmondo Games	Action	NO	1	NO	NO	NO	
The Verbier Ride	JoWood / Gizmondo	Sport	??	???	???	???	NO	
Total Overdose	SCI / Gizmondo Games	Action	NO	1	NO	NO	NO	
Transition-R	Gizmondo Games	???	YES	???	???	???	TBA	
Tron 2.0	Buena Vista Games	Action	NO	???	???	???	YES	
Worms World Party	Team 17 / Gizmondo	Strategy	NO	1-2	YES	NO	NO	
Rumoured								
Game Title	Publisher	Game Type	Exclusive	Players	Bluetooth	GPRS	GPS	
Blood Bowl	Gizmondo Games	Action	YES	???	???	???	???	
Constantine	SCI /Gizmondo Games	Action	No	???	???	???	???	
Highlander	SCI /Gizmondo Games	Action	No	???	???	???	???	
Italian Job	SCI /Gizmondo Games	Action	No	???	???	???	???	
Reservoir Dogs	SCI /Gizmondo Games	Action	No	???	???	???	???	
Roll Call	SCI /Gizmondo Games	Action	No	???	???	???	???	
Skateboarding	Gizmondo Games	Sport	YES	???	???	???	???	
Sudeki	Microsoft / Gizmondo	RPG	No	???	???	???	???	
Other titles in Dev.	At least 9 more.							
Fathammer	At least 2 more titles.							
SCI	At least 5 more titles.							
Buena Vista	At least 2 more titles.							

Chapter 5 - Accessories

Accessories

For a handheld that 'failed' the Gizmondo sure had plenty of accessories released in its short 6-8 months of production, over the next four pages is every accessory made for the Gizmondo, along with a couple that didn't make it out in time.

Premium Case	p71
Standard Case	p71
Two Way Headphones	p71
Wraparound Headphones	p71
Premium Headphones	p71
Premium Battery	p72
Standard Battery	p72
AC Adaptor	p72
USB Cable	p72
SD Card Reader	p72
Car Cigarette Adaptor	p72
SD Card Selection.....	p73
Sat Nav Car Cradle	p73
SD Card Recorder.....	p73
Nuevo Luxury Case.....	p73



(Above) All Gizmondo accessories used this box design with a clear window within the Gizmondo bubble logo.

(Below) The unreleased Gizmondo stand in rendered form, notice how the chrome 'clasps' fit perfectly against the indents on the Gizmondo. Designed to hold the Gizmondo whilst watching a film, would have coupled up as a charging unit too. Sadly never made it out to market.



Chapter 5 - Accessories

Gizmondo Premium Case --->

Sturdy case for the Gizmondo,
can also hold 2 SD cards on inner wall of case.
£14.99 RRP



<--- Gizmondo Case

Cheaper than the Premium case,
and the outer surface feels nicer to the touch.
£9.99 RRP

Gizmondo Two Way Headphones --->

These quality headphones have both tweeters
and woofers in each earpiece producing
some top quality sound.
£29.99 RRP



<--- Giz Wraparound Headphones

Lightweight, cheapest of the headphones
for the Giz, they grip the head well and
feel perfect for use on journeys.
£19.99 RRP

Gizmondo Premium Headphones --->

These over the ear headphones block out the
most sound out of any of the headphones here,
leaving you to enjoy the sounds of your
Gizmondo in peace.
£19.99 RRP



Chapter 5 - Accessories

Gizmondo Premium Battery --->

1800mah replacement battery, provides approx 4 hours movie/gaming time, 8 hours mp3, 150 hours stand-by. Also comes with new battery cover & wrist strap.
£34.99 RRP



Gizmondo Charger (AC Adaptor) --->

Replacement AC adaptor for your Gizmondo.
£19.99 RRP



<--- Gizmondo Standard Battery

1100mah replacement battery, provides approx 2 hours movie/ gaming time, 4 hours mp3, 80 hours stand-by.
£24.99 RRP



Gizmondo SD Card Reader/Writer --->

You can read and write to your SD card through your Gizmondo, but a separate SD card writer is easier and faster.
£19.99 RRP



<--- Gizmondo In-Car Charger

Cigarette adaptor for use in car. £9.99 RRP



Chapter 5 - Accessories

Memory cards 64Mb - 2Gb --->

64Mb - £14.99 RRP
 128Mb - £24.99 RRP
 256Mb - £44.99 RRP
 512Mb - £79.99 RRP



These certainly at the time were overpriced compared to online stores, although they retailed for roughly the same price compared to high street shops.

Later they had plans for 1Gb and 2Gb cards, that were due for release around the time of the US launch, but they never materialised.



<--- Gizmondo In-Car Cradle Kit

An essential item if used with the Sat-Nav software, attach to your windscreen and connect the supplied In-car charger, also comes with an extended GPS aerial for improved signal.

£39.99 RRP

Gizmondo SD Card Recorder --->

No its not an SD card writer, but a recorder, simply attach this to your TV or DVD/Video and record straight to SD card in the Gizmondo's MP4 format and resolution.

Was due out Spring 2006, priced around £79-£99 but was never officially sold due to the bankruptcy, a few units did make it onto eBay in the autumn of the same year!



<--- Nuevo Luxury Leather Case

Designed around the Gizmondo for the enabling of playing while case is attached, high price tag but for luxury this is the case to choose!

£29.99 RRP

Chapter 6 - Hardware In Detail

Gizmondo Hardware

This section covers the Gizmondo hardware, with high resolution photos of the unit at many angles, and full schematics and specifications pages.

The unit itself was designed from scratch by British designer Rick Dickinson, who also designed the ZX Spectrum back in the 1980's.

Many months of changes and revisions were made to get to the final design stages, over the next few pages are photos of the finished model (you can view his earlier designs in the 'How it all began' section).

The Gizmondo is a multi-functional entertainment device. It comes with a 400MHz Samsung ARM9 processor, 64MB of SDRAM, and the new NVIDIA GoForce 3D 4500 128-bit graphics processor. Also, it has a 2.8" LCD/TFT screen with 65,000 colours.

It uses Windows CE as an operating system. As an MP3 player, it had 20% better bit rate than an iPod (music quality). As an MPEG4 movie player, the Gizmondo can run at up to 30 frames per second, and a full movie can fit onto a 512MB SD card.

The general storage comes from an SD card reader, which will allow up to 4GB cards to be read and written to.

The Gizmondo will allow use of a phone SIM card. This will allow you to send and receive SMS and MMS, as well as email via a POP3 or Imap account. The GSM hardware is tri-band, so it's possible to have email on the move in any country supporting this format. The device has GPRS for data transfer, which would have been used for multi-player online gaming, as well as downloading movies, music, software apps and upgrades directly. It also has Blue tooth for multiplayer and other connectivity, and USB 1.1 for data transfer or synchronising with Outlook.



Gizmondo from above, with Left (L) and right (R) indents on each shoulder button.



Gizmondo from beneath, with SD card slot, headphone, mini usb and power sockets.

Chapter 6 - Hardware In Detail

Gizmondo Full Specification Sheet.



SCREEN

2.8" TFT screen ~ 240 x 320 pixels.
Active Matrix 16-bit, 65,000 colours.

CPU

400 MHz S3C2440 ARM9 Samsung processor.

GPU

128-bit 3D Nvidia GoForce 4500 Graphics accelerator.
1MB On board VRAM.

MEMORY

64MB System RAM.

OPERATING SYSTEM

Windows CE NET 4.2.

CONTROL

8 way digital D-Pad.
4 face buttons.
2 shoulder trigger buttons.
5 'piano' function keys.

CAMERA

0.3 mega pixel (VGA) 30fps at 640 x 480 VGA for augmented reality, pictures are saved as JPEG files.

WIRELESS

Blue tooth class 2 for multiplayer gaming 10-15 meters.

GPRS Class 10.

GSM tri-band.

DATA SERVICES

SMS.

MMS.

WAP 2.0.

PLAYBACK

MPEG 4 video playback.
MP3, WMA, MIDI, and WAV playback.
Windows Media Player 9.
Polyphonic ring tones.

PORTS

Mini-USB client.
Stereo headset socket for MP3 and games.
SD flash card reader/writer.
Removable SIM card.

SIZE

4.92 x 2.95 x 1.26 Inches (125 x 75 x 32 mm).

WEIGHT

4.2 oz / 120 grams.

BATTERY

The battery is 1100 milliamp/hour, removable and has a standby time in excess of 100 hours, 3 hours of continuous video, 12 hours music playback, and 3 hours of gaming.

GPS

The Gizmondo has GPS hardware on-board. It's the SIRF Xtrac. Extremely powerful, allows full tracking, geofencing, gaming, mapping and location-based services.

OTHER

Temperature range 0° to 55°C (32° to 131°F).

Flight Mode.

Ergonomic Design.

Rubber coated exterior.

Silver Or Black?

One thing a lot of people don't know, is that the Gizmondo was released in two colours, ok technically the Gizmondo itself isn't another colour, but the bezel around the screen is. As well as the normal silver bezel units which are the most commonly known, black units started to be produced a couple of months after the launch in conjunction with the smartadds units, which in the end offered no adverts but at a cheaper price!

Expect the black units to fetch a little higher at auction due to their rarity.



Chapter 6 - Hardware In Detail



2D ENGINE

- 8-bpp (palettized), 16-bpp and 32-bpp
- Rectangle draw and BitBLT with 3-operand raster operation (ROP)
- All-angle Bresenham line drawing with sub-pixel resolution and ROP
- Mono (text) to color expansion
- Mono pattern or mono source transparency
- Source or destination colour transparency
- Clipping
- Drawing synchronization with LCD display controller / 3D unit

POWER MANAGEMENT

- Automatic power-down of unused pipelines
- Normal, standby, and sleep modes
- Architectural-level power management
- Gated-clock power management
- Circuit-level power management
- Low-voltage operation

The Gizmondo was upgraded graphically before launch, to compete with the upcoming Sony PSP system a nVidia GoForce 4500 graphics chip (GPU) was added to provide the extra graphical grunt that was required to compete anywhere near the Sony machine, below is the spec sheet for at the time, one of the most powerful mobile GPU's out there.

Nvidia GPU Specification Sheet

3D ENGINE

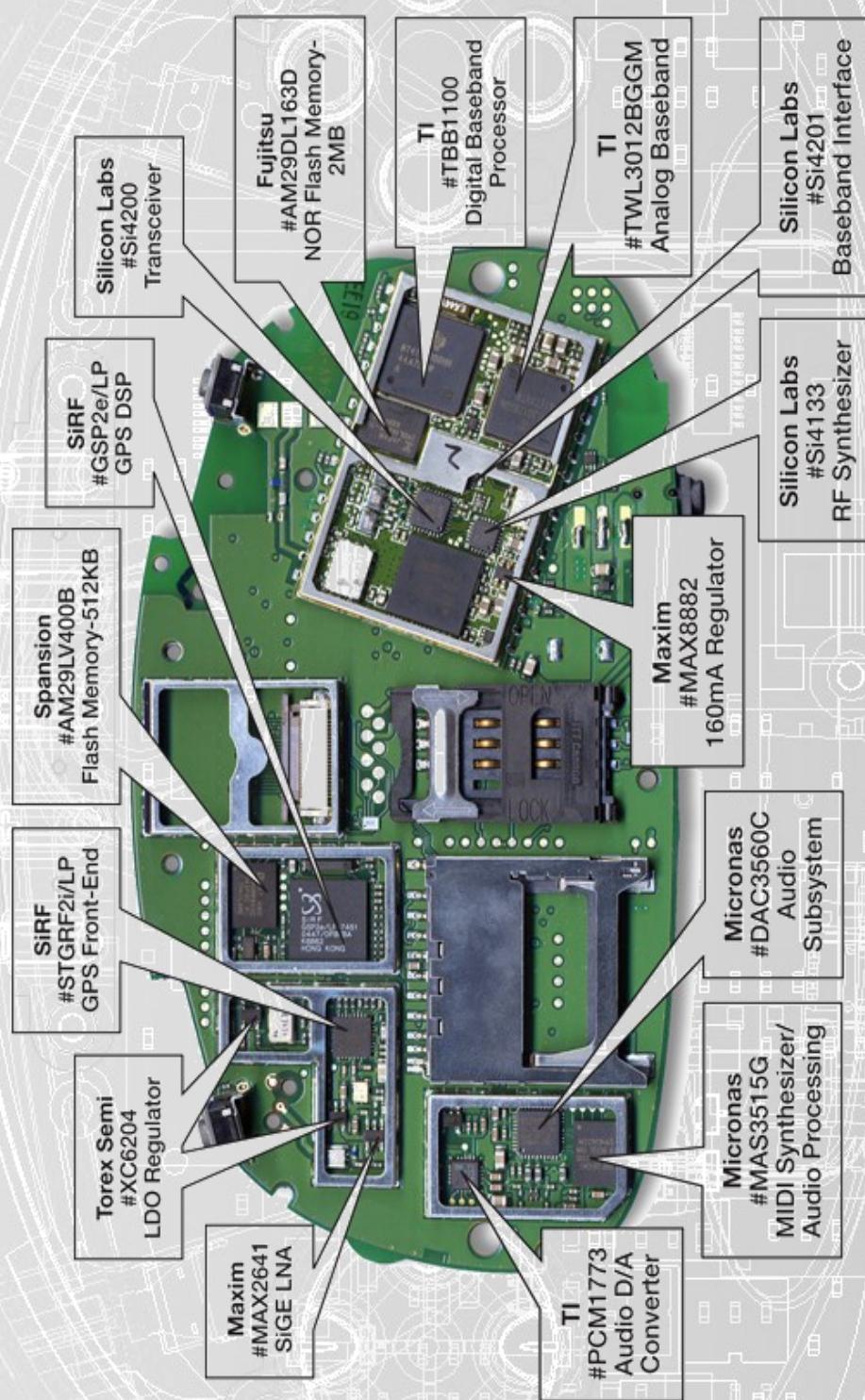
- Geometry transform engine (floating point and fixed point)
- 16-bpp (RGB565) colour with 16-bit Z (high quality dithering)
- 40-bit colour pipeline with signed non-integer colour (over bright)
- 8 surfaces (colour, Z, texture 1-6)
- Programmable pixel shader
- Fog, perspective correction, alpha-blending
- Mip-mapping
- Bilinear/trilinear filtered texturing
- 4/8-bit palettized texture, 16-bit (1555ARGB, 565RGB, 4444ARGB)
- Multitexture support (up to 6 simultaneous textures)
- Super-sampled anti aliasing
- Compressed texture support (DXT)
- 250 million pixels/sec.
- 5 million vertices/sec.
- 5 million triangles/sec.



STANDARDS

- OpenGL ES 1.0 and 1.1 supported
- Mobile D3D Supported
- JSR184 Supported

Chapter 6 - Hardware In Detail



Gizmondo Internal Motherboard

Chapter 6 - Hardware In Detail

Chapter 6 - Hardware In Detail**Gizmondo Rear View**

Chapter 7 - Gizmondo Sat Nav



Even though the Gizmondo failed as a games machine, and the fact it mainly got knocked for having a lack of games, the other main use for it was Satellite Navigation (Sat Nav).

The only official piece of software released for the Gizmondo is called **Gizmondo Navigator 2006** and is powered by CoPilot navigation, which turns Gizmondo into a powerful voice-guided Sat Nav system.

Gizmondo Navigator 2006 turns your basic Gizmondo into a fully fledged Sat Nav system, giving full postcode search, full spoken guidance, 2D & 3D mapping, detour routing, multiple stop route planning, walking mode & 1,000's of points of interest.

Just key-in a house number or post code and Gizmondo will guide you there, with turn-by-turn voice directions, clear colour street maps and automatic route calculation that will take you to the door.

Gizmondo Navigator provides turn instructions on-screen and spoken using the Gizmondo's built-in loud speaker.

Unlike some other navigation systems, Gizmondo Navigator continuously works out the best way to get to the destination. If you miss a turn it works out the best new route rather than simply trying to get you back to the original one.

Gizmondo Navigator is designed to enable drivers to keep their eyes on the road rather than on the screen. Driver safety mode only shows a map as you approach a turn, auto zooming as you approach the turn to provide the information you need clearly at a glance. There's a low glare night mode which avoids distracting the driver too.

As used by the majority of leading car manufacturers. Street maps of the whole of UK and Ireland are included as standard. Gizmondo Navigator includes full UK post codes, the UK's M6 Toll road, Channel Islands and Isle of Man. Complete maps of Europe and the USA are available as an option, pre-installed on a single card.

Gizmondo Navigator calculates even complex routes in seconds, every time, unlike competing systems that can take minutes to calculate journeys.

Unlike some other navigation systems that require the driver to swap maps at a country's border, Gizmondo Navigator treats Europe as a borderless area (requires European maps). You can calculate and review trips in advance using planning mode.

Unlike some other navigation systems that require lengthy, complicated data downloads before use, Gizmondo Navigator software and maps are preloaded on an SD card. The Gizmondo's built-in GPS receiver avoids the need for complex configuration or software activation. Just insert the card, enter the destination and set-off!

Home and Work icons - one touch 'take me there' for the most common journeys. House number and Postcode inputs, Thousands of Points of Interest, Favourites list, Pick a spot on the map, Crossroad / Intersection.

It is possible to input multiple stops into an itinerary in any order and then use Gizmondo Navigator's stop optimisation to calculate the most efficient route to take around each. Ideal for complex trips or for multi-drop delivery drivers.
petrol stations, restaurants and retail outlets.

Displays exact location on the map and maintains an 'as the crow flies' straight line to your destination for navigation on foot. Use the 'Current GPS Location' feature to remember where your car is and find the way back there later with ease!

Features enable drivers to personalise their Map view choice includes 3D view, 2D view and 'Next turn' mode.

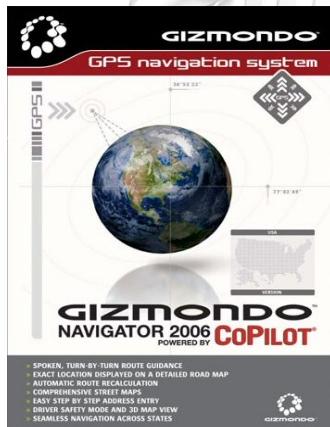
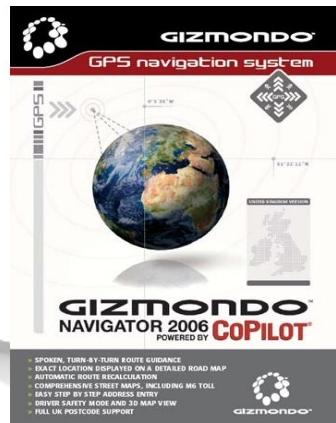
Unlike some other navigation systems that need up to 7 separate CD's to store all the maps of Europe, Gizmondo Navigator's data compression means that the maps of Europe fit onto a single SD card!

Chapter 7 - Gizmondo Sat Nav

The packages;

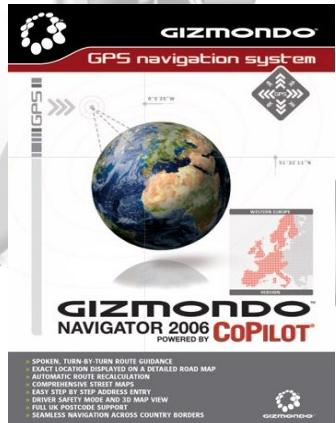
UK Package RRP £99.99

There were due to be 3 different versions to be released, but due to Gizmondo going tits up as it were, the only version that made it out in numbers was the UK version, though supposedly the EU and US versions are in the hands of a very select few. Retail prices at the time were set at £99 UK, £149 EU and £199 US, which now seems very steep now, but was very competitive at the time when Sat Nav's were costing upwards of £400.



USA Package RRP £199.99

Originally Gizmondo was going to release 3 different versions for the American market, which split the US up into Western, Central and Eastern, but the impending bankruptcy rushed out an all in one complete US package.



Europe Package RRP £149.99

Although the UK edition was widely available, and the US edition got a limited release before Gizmondo disappeared, its the EU edition that's the hardest to find, it wasn't officially released though some official versions have been found, maybe they had some boxed ready to ship, but they are certainly one of the hardest items to get hold of for the Gizmondo!



Sav Nav Cradle RRP £39.99

A very handy piece of equipment if you are serious about using Gizmondo as a Sat Nav, this cradle suckers to the windscreen and grips the Gizmondo comfortably in place, the package also contains a booster aerial to enhance the GPS signal for use in the car, and cigarette adaptor to power it on long hauls.

Chapter 7 - Gizmondo Sat Nav

Gizmondo Co-Pilot 2006 in action.

On the right is the 2D mode, its normally easier to see using this mode as the roads and junctions are viewed from above and not in a skewed 3D viewpoint.



Here is the 3D mode in action. Probably the most used view in Sat Nav software even to this day, although the graphics were simple before 3D buildings became the norm, they are adequate enough though to do the job well.

On this screen you can select starting and finishing points, and by using the zoom functions you can easily select further destinations quicker.



On the options menu, there's plenty of choices, from the 2D/3D modes, to the voice and map options.

Chapter 7 - Gizmondo Sat Nav

The official Co-Pilot software is not the only Sat Nav program you can run on your Gizmondo.

Thanks to the running of unofficial code in 2006, all sorts of Windows CE and PPC software and games was capable of running, though more on the games front can be found on pages 92 and 93, but for now we are just covering the unofficial Sat Nav software.

The clever bods on Gizmondoforums namely 'Lister Of Smeg' has managed to get over 30 pieces of software running from the leading Sat Nav makers which includes;

Automapa, Co Pilot, Destinator, Finean, iGo, McGuider, MioMap, Navigon, Navman SmartST, NDrive, Route 66, Smart2Go, Sygic Navigation, TomTom Navigator and ViaGPS.

Again we must point it out you must have your Gizmondo homebrew enabled to run the software, and you will need a little help from these guys to get the software running, but it certainly opens up a massive range of Sat Nav software that would never had come out originally.

Tom Tom running on the Gizmondo, shown during a GPS trace show in early 2005, this was originally going to be the official software for the Gizmondo before they changed at the last minute to Co-Pilot.



MioMap 3.2 running on the Gizmondo.

As well as multi country support, alot of these unofficial Sat Navs support different voice add-ons too!

Chapter 8 - Gizmondo Widescreen

Gizmondo Widescreen

Over the next four pages, discover what we know about this unreleased machine, from the leaked news, to the last prototype pictures of the Gizmondo Widescreen.

Going back to early September 2005, rumours were flying around of Gizmondo readying another machine to market for early 2006, at the time people thought these were just speculation and couldn't be true as the Gizmondo was soon to be released in North America and other markets the following months, and to do so would be commercial suicide.

A few days later, these rumours were seen to hold more truth as leaked renders of a machine resembling a widescreen model were seen, although the pictures were too small to be certain.

Like kids in a school playground though, Gizmondo Europe couldn't hold the secret any longer, and issued a press release on the 18th September 2005, announcing indeed a new improved Gizmondo model entitled the 'Gizmondo Widescreen' was in the works and was to be launched in early 2006.

Reports at the time were of a mixed bag, some were excited about a new model, others were gobsmacked that they announced a new model even before the release in North America, they just couldn't believe any company would be that stupid!

Indeed, with the North American release of 22nd October a little over four weeks away, what prompted this strange decision? Was it simply planned for this date? or what little pressure of the leaked news prompt them to release details? We shall never know, but it was never a wise choice certainly, and arouse plenty of suspicion at the time regarding trying to raise share prices, and how long Gizmondo could last the way they were headed.

Over the next couple of pages carry's the full press release issued by Gizmondo Europe Ltd, detailing the new model with full specs and quotes from the people in charge.



(Above) A Widescreen render by Rick Dickinson, the man behind designing the first Gizmondo. Here for the first time we can see where the analogue sticks placements are, also the GPS aerial booster would be external to the unit due to poor signals with the first Gizmondo as seen on the top left on the Image above, other ideas were soon dropped, including an aerial on the back that swivelled and pointed up behind the unit.

Chapter 8 - Gizmondo Widescreen

"The WiFi and GSM Voice-enabled Gizmondo Widescreen had been kept under wraps as part of a multimillion-dollar R&D project. It was developed as a key component of an ongoing product roadmap that currently includes plans for a number of different devices, all of which feature the unique combined functionality of games, music, movies, messaging, a digital camera and GPS technology.

The Widescreen device will compliment the current Gizmondo, due to launch shortly in North America, and give entertainment-hungry consumers more choice in terms of specification and feature sets, as well as an upgrade path, which will be detailed prior to the projected release in the second quarter of 2006.

As its name entails, the Widescreen has a larger 4" razor-sharp display. The Processor's power and memory are increased to power a suite of new onboard applications serviced via WiFi (WLAN 802.11b/ g), Bluetooth 2, and tri-band GSM technology, making it the most powerfully connected handheld entertainment device available. WiFi expands the multiplayer and interconnectivity possibilities for all Gizmondo owners.

Steve Carroll, CTO, Tiger Telematics, says: "We're dramatically increasing the processor power to above 500MHz on this Widescreen model and significantly escalating the amount of memory. Although the 3D graphics accelerator used in the Gizmondo is the current best of breed, this next generation takes us visually into a new dimension."

Carl Freer, co-founder and Chairman, Tiger Telematics, added; "The convergence technology category is similar to that of cell phones where a one-size-fits all approach does not work. Our long-term objective is to provide a range of entertainment and messaging devices that cater to different entertainment desires. Widescreen will favourably compare to Sony PSP but with even more power and features. Also, ensuring backwards compatibility and a clear upgrade path for future models is an integral part of our multi product roadmap. A personal favourite feature is the TV/Video out connection which will enable you to play your favourite games on your TV, using the Gizmondo Widescreen like a console joypad."



(Above) Another render, this time the back of the unit, showing a wider battery cover for a longer lasting battery, the SD card slot and headphone socket this time being at the top of the unit unlike the bottom on the Gizmondo, the two black circles either side were touch pads, again bringing innovation before anyone else, the Sony PS Vita was the next handheld to get a touchpad on the back, six years later in late 2011.

Chapter 8 - Gizmondo Widescreen

The Widescreen model specifications that were announced, as listed below;

- GSM voice telephony
- Handsfree speakerphone
- Voice control using voice recognition software
- LCD TFT screen 4.0" 480 x 272 pixels
- Upgraded 3D graphics chip
- Analogue TV out
- 500MHz (min) processor
- Onboard RAM
- Onboard flash
- SD flash card reader, externally accessible
- Transflash card reader for user upgradeable flash memory
- GSM/GPRS 900/1800/1900MHz or 850/1800/1900MHz tri-band
- USB 2.0 OTG
- High sensitivity GPS receiver with assist capability
- Two analogue joysticks
- 3.5 Ah Li-Ion 'smart' battery
- 2 mega pixel auto focus camera with LED flash
- Stereo speakers
- Blue tooth class 2
- WLAN 802.11b/g
- Wired stereo headset/mic
- Remote control pod for wired headset

Main Image - Here's what is known as one of the last renders made by Rick Dickinson in designing the Widescreen model, note the two analogue sticks (not forgetting this is 2005 designs) something not seen until the Sony PS Vita a full six years later.



Additional features:

- SMS/MMS/IM receive and send
- Email client
- Satellite Navigation
- Audio and video playback
- Vibration mode
- 'Flight Mode' - games operational but radio services switched off
- Approved for sale initially in USA followed by Europe
- Temperature range 0 degrees C - 55 degrees C
- Windows CE 5.0 operating system and DRM 10
- .NET compact framework 2.0
- SD card and Transflash interfaces
- USB OTG interface for synchronisation to a PC and connecting to a USB memory device
- MP3/WMA/HE-AAC audio playback, MPEG-4/H.264/WMV video playback with hardware acceleration
- High level 3D games
- Smart ADDS(TM)
- Downloadable screen 2D & 3D 'skins' for personalisation/market positioning
- Blue tooth support for telephony (Headset/Handsfree), gaming, stereo headset (AV)

Chapter 8 - Gizmondo Widescreen

Any new machine needs prototype models to get the size and dimensions ready before mass production, and the Gizmondo Widescreen was no exception, although no such units were made with electronics inside, designer Rick Dickinson did get as far as making moulding test models, these were the first building blocks in getting the machine to market.

According to reports, work began on the new model in early 2005, even before the release of the first Gizmondo in March. The original model had plenty of design flaws the company wanted to iron out, one being the late inclusion of the nVidia GPU and the whole bottleneck the original motherboard put on everything. The other main reason though, was because the Gizmondo was originally designed in 2003, long before any sniff of the Sony Widescreen PSP handheld came along, it quickly looked underpowered next to it, sales were heading Sony's way and Gizmondo had to find a way of once again being the most powerful gaming handheld on the market.

After the official press release in September, pressure was on Gizmondo to provide evidence that the machine was any closer to release, luckily enough Rick Dickinson had got to the moulding stage by this time and put together what we can see below, basically test moulds for the electronics and other parts to make sure the dimensions were correct.

Gizmondo had planned to demo the Widescreen model at the CES Show in Las Vegas in January 2006, but of course by this time it was too late and nothing more was ever seen of the Gizmondo Widescreen again.



(Above) First prototype model made, note on this early model the camera is in the centre of the unit but on later designs its moved to the right.



(Above) Same model as above but this time seen from below, just a basic shell mock up at this stage, again though on later designs the headphone socket is on the top of the unit.

Chapter 9 - Gametrac

Gametrac



www.gametrac.com

On the 14th November 2003, the Gametrac was officially unveiled by Tiger Telematics Ltd. It was to be a monumental effort of design and creative ideas to bring this all-in-one handheld to market. Gametrac stood for 'Game Tracking' as in the geofencing app of tracking the device and therefore the child playing it. Tiger wanted to sell this device as basically a child tracker with a games side to hide suspicion.

Of course this idea never came to fruition, and the idea of advertising the machine around it was dropped, probably from a combination of awful battery life and rights for children campaigners!



(Above) One of the first prototype render models shown, designed by Rick Dickinson, and one that captured the companies eye and decided to build their handheld on.

(Right) A few demopods with stands were built for the Gametrac, showing the old overlapping 'GT' logo and features of the handheld, this pod in particular had a silver prototype model with coloured moon arcs on the four main buttons, a feature that was changed before release.

April 16th, 2004 - Tiger Telematics announced it was changing it's product name from Gametrac to Gizmondo...confirming the end of the line for the Gametrac.



(Above) Gametrac prototype model showing on the Microsoft stand during CES in January 2004, here it is running the open source version of DOOM, hopes were high of a port later on, but never became reality.

Chapter 9 - Gametrac

Gametrac V Gizmondo Spec Changes

After the Gametrac was first announced there were several changes to the spec, here's the changes between the first announced spec and the final spec.

Taken Out

- * 3D Morphun software support dropped.
- * Metal case dropped due to GPS signal not strong enough to penetrate metal design.
- * 64-bit software graphics accelerator.
- * Old menu system.

Added

- * Increase from 4 to 5 piano function keys.
- * Button design changes.
- * D-pad design changes.
- * 128-bit nVidia GoForce graphics accelerator.
- * New menu system.

The Jordan grand prix team announced a major sponsorship deal with Tiger Telematics to carry their Gametrac logo on their cars, initially from the British Grand Prix in 2003 and then through the whole of the 2004 season.



Gametrac Jordan F1 Sponsorship

Eddie Jordan team owner said, "I'm very pleased to bring Tiger Telematics on board with Jordan as they are a smart company setting the trend in an innovative industry. We are delighted to help them launch Gametrac, a product which I'll certainly be giving my kids to try out, and I look forward to continuing our business partnership throughout 2004".

Tiger Telematics Chief Executive Officer Michael Carrender said, "The deal with Jordan enables us to spread awareness of both our brand and our products to the huge Global audience interested in Formula One through one of its most established, forward looking teams. The on-car signage is just the tip of the iceberg in terms of the marketing opportunities such a deal represents. We look forward to a fruitful on-going relationship with Jordan Grand Prix."

The beginning of the end for Gametrac?

16 February 2005 - Formula One team Jordan has launched a multimillion-pound legal battle against handheld gaming device Gizmondo for renegeing on a \$3m (£1.58m) deal to sponsor the team.



According to legal papers seen by Marketing, Jordan is seeking substantial compensation from Gizmondo manufacturer Tiger Telematics. It has claimed Gizmondo had agreed to sponsor the F1 team for most of the 2003 season and the entire 2004 season to build awareness ahead of its launch last October. The deal gave Tiger Telematics branding rights on Jordan cars for the handheld device, which was originally called Gametrac.

However, following a separate trademark wrangle in the UK in 2003, Tiger Telematics was forced to rebrand the Gametrac as Gizmondo - a move that Jordan has alleged led to the company renegeing on its agreement.

Jordan began legal proceedings last year after not receiving agreed payments. A Summary Judgement ruling this month set a trial date for April, with the games manufacturer ordered to pay \$1.5m (£793,800) into court in shares in escrow.

Gizmondo - The Machine

Chapter 10 - Gizmondo Menu System

Gizmondo Menu System

Like most computers or consoles since the late 80's, the Gizmondo too has a menu system or G.U.I (Graphical User Interface) to enable easy use of its features without the use of text input. In this brief section we cover each of the Gizmondo's menu screens detailing what each screen does and why the Gizmondo really was a versatile machine! The G.U.I was designed by the Swedish company TAT (The Astonishing Tribe) and was a result of a few different versions of software before finally being settled on the design we know today.



Main Menu - the original menu system, lets you use all of the features from this one screen.

Alarm - once the alarm is set or has gone off, use this screen to either snooze or turn it off until next time.



Alarm Settings - here you set the alarm, even change the alarm sound to whatever you want!



Contacts Entry - again does what it says, use the virtual keyboard on the right to enter each persons name.



Calculator - a nice little app that they didn't really need to add but it adds to the package of apps!



Brightness Adjust - 4 settings of brightness for the Giz screen, the brighter it is, the more battery it uses.

Chapter 10 - Gizmondo Menu System



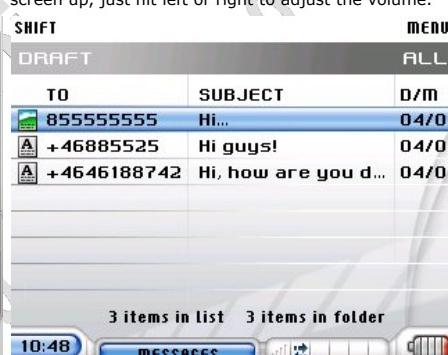
Currency Calculator - is what it says, the only problem is you have to manually enter the latest rates!



Volume Control - a couple of ways to bring this screen up, just hit left or right to adjust the volume.



Email Compose - very similar to the SMS compose, but has no character limits and attachment options.



Email Inbox - this is where your emails arrive, click on one to view, reply or forward any message.



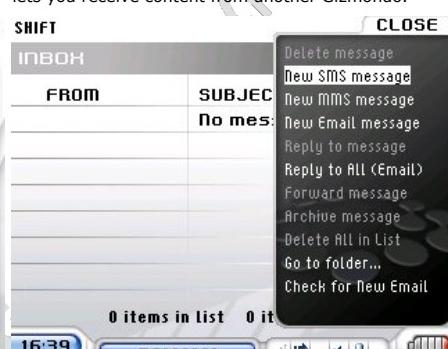
Power Menu - here you can put the Giz into stand-by or flight mode which turns off all data coverage.



Applications Menu - the Blue tooth Receive option lets you receive content from another Gizmondo.



MMS Compose - create picture messages here, take a picture with the Giz camera and insert and send.



SMS Inbox - your SMS and MMS messages arrive here, plenty of options to view, reply and delete etc.

Chapter 11 - Homebrew

Homebrew

Even before Gizmondo Europe went bankrupt in early 2006, users had been trying to find a way to unlock the Gizmondo to enable unsigned code to run on the machine, this would allow emulators and homemade programs (homebrew) to work on any retail Gizmondo and not just developer units.

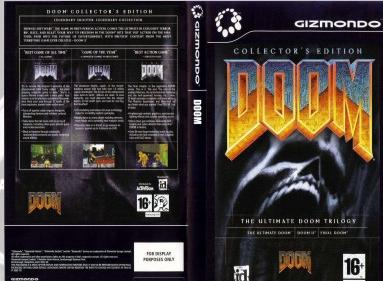
The breakthrough came in September 2005, when Gizmondo user '**FireFly**' ran the infamous 'Hello World' program to demonstrate his ability to run unsigned code. It wasn't until the following March when people got to play ported programs and apps via an unofficial firmware upgrade with boot loader attached made by user '**Otaku**', this along with various file launchers opened up hundreds of programs to be used on the Gizmondo!

There are roughly 300 titles already either ported or made to work on the Gizmondo on the net, check Gizmondo forums or Gizmondo Central to grab some for download, or follow the guides to try and port some yourself! As mentioned, you will need a file launcher to actually load the files, and there is none better than *GizMenu*, ported by the same person who made the GP2X version '**Sweetlilmre**'

You can see in the screenshot, as well as a file launcher, it also allows changing of skins, wallpapers, lets you see how much memory and battery is remaining among other uses, this is a must first download if you want to get into homebrew on your Gizmondo.

As well as useful apps like Image viewers, music trackers and PDF readers, most Giz owners of course want to play games, and with over 100 compatible titles found so far, there is plenty to keep you playing, among the titles played the most on the Gizmondo sites include;

Doom / Hexen / Quake / Rayman Ultimate / Technoballz.



DOOM box art made for printing out online, can be used to put the Doom series on one card.

Notable Game

Open Transport Tycoon Deluxe 0.3.0

Classic open source strategy game from Chris sawyer has been ported to most open source systems, now its playable on the Gizmondo, definitely worth downloading.



(Above) Giz Menu running on the Gizmondo.

Notable Game

K-Rally (below)

Infinite Dreams great overhead racing game is playable on the Gizmondo, download the Giz compatible demo from a Giz fansite, and if you like the game, buy the PPC version and replace the demo files for the full game ones.



Notable Game

Quake GL (Above)

Massive title from ID software, another open source title, available in two versions, software or hardware accelerated, just replace the demo wad files with the commercial ones in your PC copy of the game.

Chapter 11 - Homebrew

Emulation

As well as homebrew games and commercial Windows CE and PPC games to play, having unsigned code to run also allows emulation of older machines to run roms of old games.

At last count there is around 30 different emulators covering 26 different older systems running on the Gizmondo.

The emulators themselves can be found on the Gizmondo fan sites online, but you have to search yourselves for the roms to play on them.

The following systems have so far been reported working, though some like Amiga and PlayStation don't run at full speed, and there are memory limitations on larger Neo-Geo games, but there is plenty enough to keep you playing for years!

**Arcade (Various) / Atari 800 / Atari 2600
Atari 7800 / Atari Lynx / Bandai Wonderswan / Wonderswan Color / Commodore 64 / Commodore Amiga / MSX / NEC PC Engine / Nintendo Gameboy / Gameboy Color / Gameboy Advance / NES SNES / PC DOS / VM Scumm Engine / Sega Master System / Sega Game Gear / Sega Megadrive Sega Mega-CD / SNK Neo-Geo / Neo-Geo Pocket / Neo-Geo Pocket Color / Sony PlayStation.**



ScummVM running on the Gizmondo

As well as the above systems, ScummVM has also been ported, which emulates various adventure game engines, enabling over 100 classic adventure games to be played on the Giz, classics such as Monkey Island, Simon the Sorcerer and Broken Sword among many others.



Notable Emulator

MAME4ALL 0.3.0

Play classic arcade games from the eighties and early nineties on this emulator.

A bit hit or miss on some titles but can still play a fair few hundred titles no problem.

Handheld Emulation

Probably some of the more authentic emulation though is handheld machines, naturally more suited to actually being played the way they are meant to be, machines like the *Atari Lynx*, *Nintendo Gameboy* series, *Neo Geo Pocket* and *Wonderswan* handhelds all feel and play very well on the Gizmondo, and make your purchase of your Gizmondo all the more worthwhile in the first place, what are you waiting for, go and try them out yourselves!



Gizmondo - The Machine

Chapter 12 - Customise Your Gizmondo

Don't like the way the Gizmondo menu looks?! Don't worry you can change the background to a colour or design that suits you more.

When you first try to change your wallpaper design on your Gizmondo, you will notice there is only a few choices available on the system ROM, don't worry, to add more simply download from a Gizmondo website or search 320x240 Jpeg images into a search engine if you just want plain images, then place them in the same folder as the pre-installed ones are.

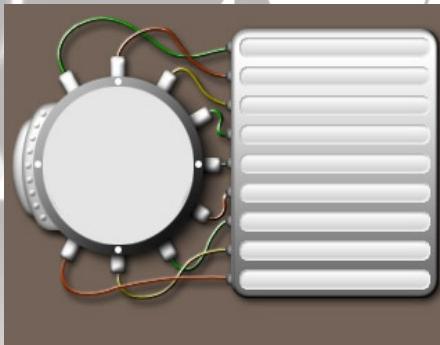
Lastly you will need to select the 'Contrasto' wallpaper to enable selection of your downloaded ones.



Here's a few examples of ones that I've and others have made.

Also check which Gizmondo version you have, some gave 9 bars on the right hand side and others have 10 (with the added Smartadds button) otherwise it will look wrong, there are templates for both online.

Of course any JPEG file in 320x240 would be fine to use as a wallpaper, although just remember to adjust for the centre hole and menu bars!



Chapter 13 - Timeline

It's hard to remember when such and such happened, or what day something was released on, well sit back and remember all those press releases and news stories from yesteryear!

2003

- Feb 23rd** - Its announced Samsung is to provide the CPU inside the Gametrac.
- July 17th** - Tiger Telematics announces sponsorship agreement with Jordan Grand Prix for rest of 2003 and all of the 2004 F1 seasons with use of the Gametrac logo on their cars.
- Sep 30th** - Plextek has been contracted to ship 25,000 Gametracs to GE during Q2 2004.
- Oct 13th** - Tiger Telematics announce Morphun support for the Gametrac, they would have around 100+ compatible Java & Morphun games ready for launch.
- Nov 7th** - Tiger Telematics selects Intrinsyc to provide Windows CE .NET operating system services plus application development for the Gametrac.
- Nov 14th** - Gametrac officially announced, along with first ever rendered pictures shown.

2004

- Jan 11th** - First working demonstration of Gametrac in the Microsoft booth at CES in Las Vegas.
- March** - The Gametrac device made its debut as a concept product at the German CeBIT show.
- Apr 16th** - Gametrac renamed Gizmondo due to pending legal Issues over usage of name.
- Jul 12th** - Jenson Button announced as endorsement for new racing game Chicane.
- Aug** - The company announced it was buying Swedish games developer Indie Studios.
- Sep 14th** - First rumours of Gizmondo being upgraded with nVidia chip to compete with now announced PSP.
- Oct 5th** - Indigo Pearl chosen to advertise the Gizmondo in magazines and on TV.
- Oct 15th** - Announced that SCi will be bringing 12 of its IP to the Gizmondo starting with Richard Burns Rally.
- Oct 24th** - Final hardware pictures of the Gizmondo are released, D-Pad and button designs are confirmed.
- Oct 29th** - Supposed original UK launch date.
- Nov 1st** - New look Gizmondo website is launched.
- Nov 3rd** - Warthog officially bought by Gizmondo for \$8 million, renamed Gizmondo Texas.
- Nov 4th** - Business machine 'Bizmondo' is officially announced.
- Nov 8th** - Games deal with Microsoft is announced, first 3 titles are Age Of Empires, MechAssault and Its Mr Pants with another 2 to be announced later.
- Nov 11th** - Pre-orders open on the Gizmondo website, announces only 5000 units available from day one.
- Dec 2nd** - Gizmondo announces pre-orders of 560,000! I think somebody hit the zero key too many times!
- Dec 10th** - Announcement of being able to email from the Gizmondo via a software download at launch.
- Late Dec** - Failed promises of a 2004 launch right up to Christmas, "delivery's now arriving in January"

2005

- Jan** - News of a German launch in March, points to whole of Europe getting same time frame.
- Jan 6th** - Gizmondo is displayed at CES in Las Vegas.
- Jan 7th** - Sega Classics title revealed for the Gizmondo.
- Jan 10th** - TRON 2.0 announced for Gizmondo in deal with Buena Vista Games.
- Feb 15th** - Worms World Party is announced for the Gizmondo.
- Mar 4th** - Launch date finally confirmed to be the 19th March.
- Mar 10th** - First and only Gizmondo TV advert featuring a bumble bee is shown on TV networks in the UK.
- Mar 17th** - Verbier Ride sponsor deal along with branded game for the Gizmondo.
- Mar 18th** - Vodafone confirmed as supplier of pay-as-you-go sim supplier in the box.
- Mar 19th** - UK launch takes place, the only unit available is the non-smart add silver Gizmondo at £229.99.
- Mar 19th** - Trailblazer and Fathammer Classics are the launch games, priced at £19.99.
- Mar 19th** - Brand new Gizmondo shop on London's Regent Street opens with flash celebrity launch party.
- Apr 6th** - Fathammer announces its next 5 games, they all get released apart from Virtual Squash (Ball Busters)

Chapter 13 - Timeline (cont.)

2005 cont

- Apr 6th** - Deal with Ubi Soft is confirmed, with 3 games to the hit the Gizmondo, starting with Rayman.
- Apr 7th** - Gizmondo announced 21 more flagship stores to be opened within the next 12 months worldwide!
- Apr 7th** - Gizmondo announces it will sponsor MTV At The Movies.
- Apr 19th** - 19th May is announced for its pan-European launch, priced at 349 or 189 euros for smart addts.
- Apr 20th** - Gizmondo Motocross 2005 gets released in the UK priced at £19.99.
- Apr 22nd** - SmartAdd enabled Gizmondos get launched today at a price of £129.99.
- Apr 26th** - Hockey Rage 2005 gets released in the UK priced at £19.99.
- May 4th** - Toy Golf gets released in the UK priced at £9.99.
- May 18th** - Pocket Ping-Pong 2005 gets released in the UK priced at £9.99.
- May 19th** - Gizmondo announces US launch date of 19th August. (Whoops!)
- May 24th** - Sticky Balls gets released in the UK priced at £19.99.
- July 11th** - Richard Burns Rally gets released in the UK priced at £29.99.
- July** - Gizmondo launched in Sweden.
- Aug 5th** - Point Of Destruction gets released in the UK priced at £9.99.
- Aug 5th** - US launch delay confirmed, points to October release.
- Aug 8th** - Retail outlets HMV, Comet and Argos announced to sell Gizmondos.
- Aug 9th** - Classic Compendium gets released in the UK priced at £19.99.
- Aug 17th** - Chicane, Colors, Guardian, Interstellar Flames II, Hit & Myth due in September, only one makes it out.
- Aug 23rd** - Colors goes gold ready for production...well that's what they said!
- Aug 30th** - Co-Pilot 2006 Sat Nav software announced for release 30th September, £99 for UK edition.
- Aug 31st** - SSX 3 gets released in the UK priced at £29.99.
- Sep 2nd** - Service Pack A is released, enhancing GPS firmware, User Interface, and power enhancements.
- Sep 10th** - US launch date made official, 22nd October 2005.
- Sep 15th** - FIFA Football 2005 gets released in the UK priced at £29.99.
- Sep 16th** - Gizmondo Widescreen model is officially announced, 5 weeks before US launch of original model!
- Sep 30th** - Interstellar Flames II gets released in the UK priced at £9.99.
- Oct 14th** - Classic Compendium 2 gets released in the UK priced at £19.99.
- Oct 20th** - Email service pack add-on gets release date of 28th October, priced at \$29.99.
- Oct 20th** - A certain Stefan Eriksson resigns as officer of Gizmondo Europe Ltd.
- Oct 20th** - Carl Freer resigns as Chairman of the Board and as Managing Director of Gizmondo Europe.
- Oct 22nd** - US Gizmondo launches finally at \$229 for the smartadd model, along with 8 game titles.
- Nov 2nd** - Ford Motor Company dealers to stock Gizmondo and Gizmondo Navigator in up to 714 UK showrooms.
- Nov 3rd** - Colors official website launches.
- Dec** - US Co-Pilot Edition gets released online only priced at a whopping £199.99

2006

- 2006 - Jan 12th** - Steve Law COO of GE states at least 6-8 games to launch 1Q, along with EU Co-Pilot.
- 2006 - Jan 23rd** - Gizmondo Europe declares bankruptcy.
- 2006 - Feb 2nd** - Gizmondo Europe Ltd goes into liquidation.
- 2006 - Mar 20th** - Homebrew is unlocked on the Gizmondo, floods of games and emulators follow.
- 2006 - Apr 13th** - Hit & Myth gets released by developer via eBay priced at £35/\$65.

2008

- 2008 - Jan 23rd** - News of Gizmondo rising from the ashes by Carl Freer, and being re-released two years on for under \$99.
- 2008 - May 18th** - Relaunched Gizmondo to have better battery, and to offer free battery to old Giz owners. No more news was heard after this, and no relaunch ever happened.

Chapter 14 - Facts

Want to know something interesting you never knew about the Gizmondo? Check this fact page out, and you might just be surprised!

- * Chicane went on to become *Fastlane Street Racing* on the Apple app store.
- * Interstellar Flames II went on to become *Rebel Onslaught* on the Apple app store.
- * Trailblazer was originally an 8-bit game on Commodore 16/64, CPC, Atari 8-bit and Spectrum, the very same developer guys upgraded the game for Gizmondo 19 years later!
- * Unofficial sales figures only put Gizmondo sales between 25,000 and 40,000.
- * Trailblazer is be released on the Apple app store by Team 3 games.
- * (Right) 'LIKE' a Chinese electronics firm produced a rip-off of the Gizmondo called the 'Game Star', basically a re-badged Game & Watch, thankfully it doesn't look like it made it to our shores!
- * Only 8 Gizmondo games were released in North America, out of the 14 released in Europe.
- * The Gizmondo machine was originally called Gametrac, but later change because of legal disputes.
- * Sticky Balls was the best selling Gizmondo game.
- * Chicane was originally going to have Formula 1 cars on street circuits.
- * The Gizmondo shop on Regent Street in London cost £175,000 a year in rent!
- * Gizmondo paid \$5.9m to Electronic Arts to licence its already year old SSX and FIFA games.
- * Gizmondo losses were equivalent to £500,000 a day during 2005!



* (Left) There's a race house called 'Gizmondo' that GE bought in 2005, owned by Miss Gil Arthur aged 8, with just one win to it's name so far!

* For \$110,000 you could have bought the 6300 square foot display booth Gizmondo used at the 2005 E3 show in Los Angeles!

* Tom Tom was originally going to be the official Sat Nav software for the Gizmondo before they choose Co-Pilot.

Index

A

- AC Adaptor p72
- Accessories p70-73
- Agaju : The Sacred Path p54
- Alien Hominid p55
- Altio p9
- Augmented Reality p8

B

- Ball Busters p42
- Battlestations: Midway p56
- Box Contents p8

C

- Car Cigarette Adaptor p72
- Carmageddon p46-47
- Catapult p57
- Chicane p48-49
- City p65
- Classic Compendium One p30-31
- Classic Compendium Two p38-39
- Colors p50-51
- Complete Game List p68-69
- Conflict : Vietnam p44-45
- Customising p94

D

- Design For Life p6

E

- EU Sat Nav Software p81

F

- Facts p97
- Fathammer Classics p14-15
- FIFA Football 2005 p34-35
- Furious Phil: Dawn of the Mutants p58

G

- Game Star p97
- Gametrac p88-89
- Geo-Xtreme p64
- Gizmobet p9
- Gizmondo Features p5
- Gizmondo Motocross 2005 p16-17
- Gizmondo Re-Launch p8

H

- Hardware In Detail p74-79
- Hit & Myth p40-41
- Hockey Rage 2005 p18-19
- Homebrew p92-93
- How It All Began p4-9

I

- Interstellar Flames II p36-37
- Isis p9

J

- Johnny Whatever p59
- Jordan F1 Sponsorship p89
- Jump p60

M

- MechAssault p64
- Menu System p90-91

N

- Nuevo Luxury Case p73

P

- Pocket Ping-Pong 2005 p22-23
- Point Of Destruction p28-29
- Premium Battery p72
- Premium Case p71
- Premium Headphones p71

R

- Regent Street Shop p7
- Review Contents p11
- Richard Burns Rally p26-27

S

- Sat Nav p80-83
- Sat Nav Car Cradle p73, 81
- SD Card Reader p72
- SD Card Recorder p73
- SD Card Selection p73
- Sega Classics p61
- Size Comparison p5
- Speedgun Stadium p65
- SSX 3 p32-33
- Standard Battery p72
- Standard Case p71
- Sticky Balls p24-25
- Supernaturals p62-63

T

- Timeline p95-96
- Toy Golf p20-21
- Trailblazer p12-13
- TV Commercial p7
- Two Way Headphones p71

U

- UK Sat Nav Software p81
- Unreleased Games Contents p53
- US Sat Nav Software p81
- USB Cable p72

W

- Widescreen p84-87
- Wraparound Headphones p71



Acknowledgements

Firstly, a massive thanks to Rick Dickinson, for use of his great photos and renders of all the Gizmondo models that he created.

*All other Images are copyright of their respective owners.
All rights reserved.*

Not forgetting the fans and community of gizmondoforums.com, gizmondocentral and the other Gizmondo fan sites, that over the past seven years, have had good times (and bad ones!) but was still worth the roller coaster ride that it was, and I was glad to be part of!

Lastly, my partner Roz and son Matthew, a thank you, for the lost time that was spent writing this instead of being with you x

I dedicate this, my first publication, to my brother Robin....R.I.P forever in my heart and thoughts x.

GIZMONDO

Gizmondo - The Machine

This book contains all you need to know about this fascinating machine, from the highs of it's launch, to the lows of it's demise.

Discover facts you never knew, and learn all about what features this unusual machine can do.

This book also covers the following;

- * Reviews of every completed game.
- * Previews of unreleased games.
- * What accessories were available.
- * Gizmondo as a Sat Nav system.
- * Timeline of events.

and more!...

